Wii

Shake it with Samba de Amigo!

NINTENDO POWER®

NP PRESENTS

METROID PRIME 3: CORRUPTION SURVIVAL GUIDE!

P.O. Box 97043
Redmond, WA 98073-9743

CHANGE SERVICE REQUESTED

PRSRT STD
U.S. POSTAGE
PAID
NINTENDO
OF AMERICA INC.

FINAL FANTASY XII REVENANT WINGS

YOU ARE HEREBY SUMMONED!

REVIEWED!

THE LEGEND OF ZELDA: PHANTOM HOURGLASS

THE BEST DS GAME EVER?

PREVIEWED!

SONIC RIDERS: ZERO GRAVITY

THE BLUE BLUR IS BACK

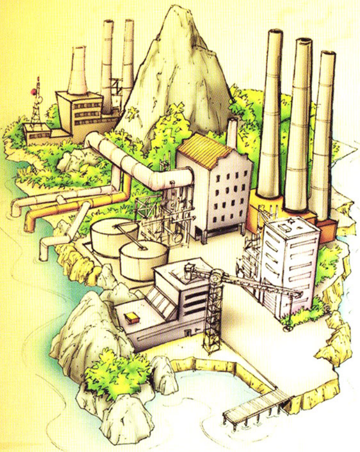
PLAYED!

GUITAR HERO III

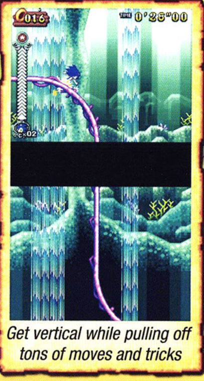
Wii ROCKS!

A HIGH SEAS ADVENTURE RATED ARRRRRRRH!*

***FOR INTENSE PIRACY**



Race island-to-island as Sonic or Blaze on a wild and dizzying hunt for lost treasure! Dive into deep sea caves, outrun an avalanche and battle with pirates as you blast through 14 action-packed levels with 100 unlockable missions!



Get vertical while pulling off tons of moves and tricks

003
TIME 1'05"84
02 BOSS

Battle Captain Whisker and other mega bosses

0'36"73
BOOST

Find 16 hidden islands filled with secret treasures

EVERYONE

E

Mild Cartoon Violence

ESRB CONTENT RATING www.esrb.org

SEGA is registered in the U.S. Patent and Trademark Office. SEGA, the SEGA logo, SONIC TEAM logo and Sonic Rush Adventure are either registered trademarkf or trademarks of SEGA Corporation. © SEGA. All rights reserved. ™, ® and Nintendo DS are trademarks of Nintendo. © 2004 Nintendo.

SONIC RUSH ADVENTURE
NINTENDO DS
SEGA
ign.com BEST OF E3 2007 WINNER
GAMESPOT E3'07 EDITORS' CHOICE FINALIST
ign.com BEST OF E3 2007 NOMINEE

SONIC RUSH ADVENTURE™

AVAILABLE NOW!

WWW.SEGA.COM/SRA

Nintendo DS™ Best of E3 2007 Winner – Best Platformer

E3 2007 Editors' Choice Finalist – Best Nintendo DS™ Game

Overall Best of E3 2007 Nominee – Best Platform Game

nintendo Wi-Fi connection

NINTENDO DS™

SONIC TEAM™

SEGA®
www.sega.com

NINTENDO POWER

CONTENTS NOVEMBER 2007

FEATURES

36 The Sky's the Limit
If you're a fan of monster armies, sky pirates, and airships (and really, who isn't?), then Final Fantasy XII: Revenant Wings is the game for you.

42 Primed and Ready
Bryyo got you bummed? SkyTown got you stuck? Check out our survival strategies for Metroid Prime 3: Corruption.

50 Go Far in Phantom
Get in touch with your inner Link with our Phantom Hourglass strategy overview.

54 Outside the Lines
Nick Hagger, producer of THQ's innovative de Blob, fills in the blanks about his delightfully quirky Wii title.

56 Theater of the Mind
Take an early look at the puzzle-driven mystery adventure Professor Layton and the Curious Village.

62 Life Drawing 101
Once you get a handle on Drawn to Life's character-creation tools, you'll be making your own little Chuck Norris in no time.

70 Another Spin
Get the first details on the Wii iteration of Tecmo's classic Rygar franchise.

74 Defy Gravity
Until we saw Sonic Riders: Zero Gravity in action, we thought Sonic couldn't go any faster.

82 The Console Monologues
Video games are no longer a boy's club. We look into what women have to say about gaming.

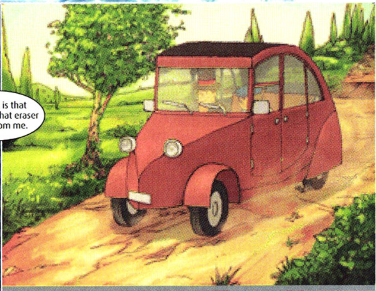
88 Summer of Smash
Get up-to-date with the hottest news regarding Super Smash Bros. Brawl.

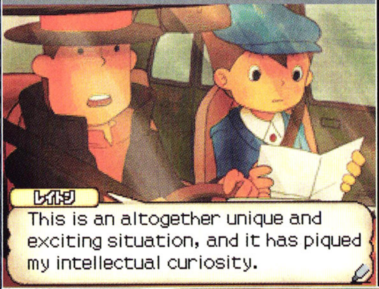
90 A Slime Draws Near
A little bit Dragon Warrior and a little bit Pokémon, Dragon Quest Monsters: Joker has something for everyone.

Who's that handsome man staring back at me?

36
Can we stop calling it "final" now?

All I ask is that you keep that eraser away from me.



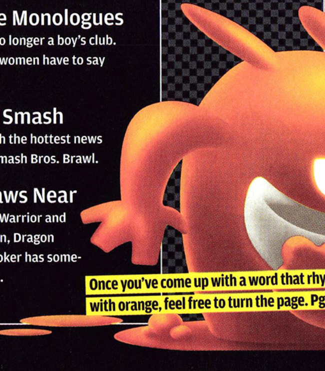


レイトン

This is an altogether unique and exciting situation, and it has piqued my intellectual curiosity.

56
We'll just let the good professor explain his own game.

Tony Hawk, eat your heart out.



Once you've come up with a word that rhymes with orange, feel free to turn the page. Pg. 54

Brunswick® PRO BOWLING

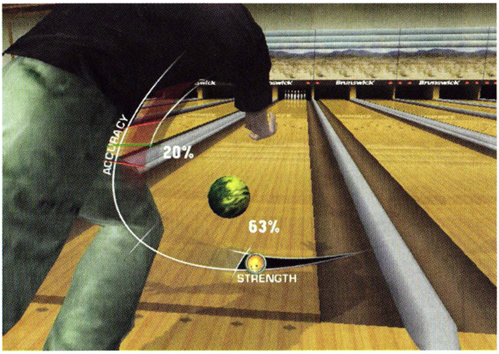
"The game's physics are incredibly realistic . . . ." *Sports Illustrated for Kids*

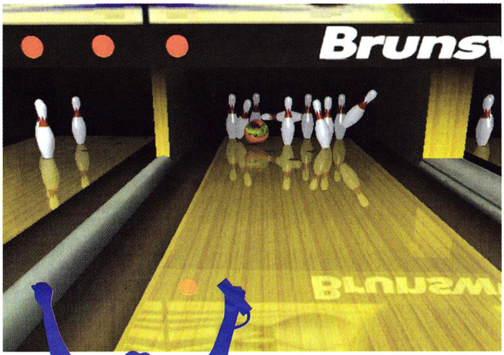
PlayStation 2
Wii
Brunswick PRO BOWLING
Brunswick PRO BOWLING
Brunswick PRO BOWLING
CRAVE

REAL TIME LANE CHANGING CONDITIONS

IMPROVE FROM AMATEUR TO BRUNSWICK PRO CHAMPION

AUTHENTIC BRUNSWICK BOWLING PRODUCTS





A new spin on family night

EVERYONE
E
Visit www.esrb.org for more ratings information.
ESRB CONTENT RATING www.esrb.org

CRAVE entertainment

P.o.V

This title is available for the PlayStation®2 computer entertainment system and PSP® (PlayStation®Portable) system

Wii™

Brunswick Pro Bowling © 2007 Crave Entertainment, Inc. All rights reserved. The name Brunswick is a Registered Trademark of Brunswick Corporation. Permission has been granted by the owner for the use of the trademark on this Product. Crave Entertainment and related logo and Crave Games are either trademarks or registered trademarks of Crave Entertainment, Inc. in the United States and other countries. All other trademarks and copyrights are the property of their respective holders. ™ and the Wii logo are trademarks of Nintendo. © 2006 Nintendo. "PlayStation", "PS" Family logo and "PSP" are registered trademarks of Sony Computer Entertainment Inc. Memory Stick Duo™may be required (sold separately).

NINTENDO POWER

CONTENTS

You can't handle this much Nintendo Power metal.

22

FIRE EMBLEM DAWNS ON US; GUITAR HERO III KICKS OUT THE JAMS; RESIDENT EVIL GETS CHRONICLED; LEGO *STAR WARS* COMPLETES US; NiGHTS TAKES A JOURNEY; DEMENTIUM GOES INSANE; SPIDER-MAN MEETS NEW PEOPLE; NAPOLEON HAS SKILLS; AND MORE

DEPARTMENTS

10 Pulse

16 News
There's big news on the Zapper front—get ready for some more love from the guy in the green pointy hat.

24 Previews
The fall lineup for Wii and DS is starting to come together. We look at some of the most anticipated titles.

68 Wii Channels

78 Power Profile
Yuji Horii talks about his experience as a game designer. Somewhere, Alan is laughing and he doesn't know why.

86 Classified Info
Our survey of Virtual Console codes continues, mainly so we can keep showing those cool manila envelopes.

96 Playback

98 Reviews

108 Community

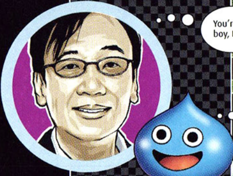
112 Next Month

113 Contacts

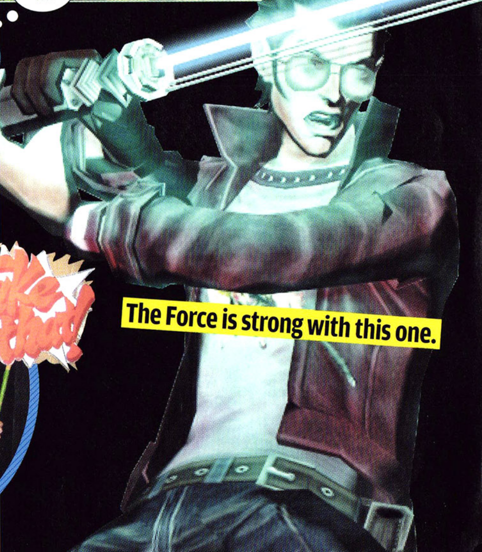
25
Leather pants not required. But they're not prohibited, either.

WOODS
+7
Point Down
CE SWING
FULL
100%
9
312 YDS

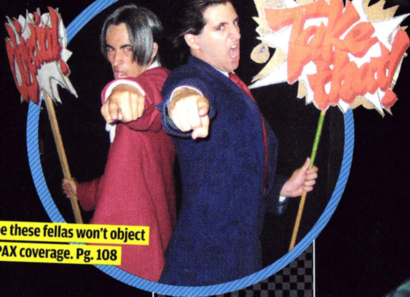
104
Nothing but blue skies for Tiger this fall.


You're my boy, Blue!
Gee, thanks, dad.

17
I can't wait to be a star on YouTube with this baby.



The Force is strong with this one.


Objection!
Take that!

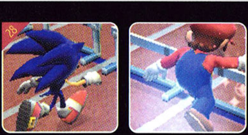
We hope these fellas won't object to our PAX coverage. Pg. 108

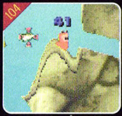
Only For Wii™
Join the Ninja Revolution...
Use the Wii Remote & Nunchuk controllers, Classic controller or Nintendo GameCube controller!
Tsunade
Jiraiya
Naruto
Naruto
Gaara
23
26 Hit Combo
Brutal 4-player multiplayer clashes!
Master the signature jutsu of 20 playable characters!
Intensify attacks with the Wii Nunchuk style movements!
NINJA ACADEMY
Join Now at NarutoNintendoGames.com
NINTENDO DS
SHONEN JUMP NARUTO PATH OF THE NINJA
TOMY
Also available October
Naruto's first RPG on the DS!
SHONEN JUMP
NARUTO™
Clash of Ninja
REVOLUTION
TEEN
T
Cartoon Violence
Mild Suggestive Themes
ESRB CONTENT RATING
www.esrb.org
TOMY®
SHONEN JUMP
VIZ media
D3PUBLISHER®
as seen on
CN
CARTOON NETWORK.
Available October 2007!

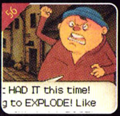
NARUTO ©2002 MASASHI KISHIMOTO. Game and Software ©2007 TOMY. CLASH OF NINJA ™ and © 2002 TOMY. PATH OF THE NINJA ™ and © 2007 SHUEISHA. All Rights reserved. ™, ®, Nintendo GameCube, Nintendo DS and the Wii logo are trademarks of Nintendo. © 2006 Nintendo. The ratings icon is a registered trademark of the Entertainment Software Association. CARTOON NETWORK and the logo are trademarks of and © Cartoon Network
(s07)

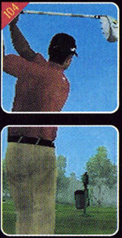
GAME INDEX

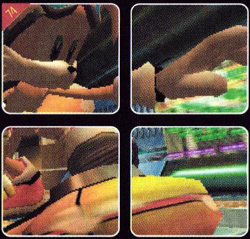
GAME TITLE PAGE
07 Commando 18
Adventure Island (VC) 69
Adventures of Lolo (VC) 69
Bloody Wolf (VC) 86
Bonk III: Bonk's Big Adventure (VC) 68
Breath of Fire II (VC) 68
Chibi-Robo: Park Patrol (DS) 102
Contra 4 (DS) 33
Cooking Mama 2: Dinner with Friends (DS) 18
Crash of the Titans (Wii) 105
Crater Maze (VC) 69
Dance Dance Revolution: Hottest Party (Wii) 105
de Blob (Wii) 54
Dementium: The Ward (DS) 33
Dewy's Adventure (Wii) 99
DK Jungle Climber (DS) 104
Donkey Kong: Barrel Blast (Wii) 99
Dragon Blade: Wrath of Fire (Wii) 35
Dragon Quest Monsters: Joker (DS) 90
Drawn to Life (DS) 62, 105
Dynamite Headdy (VC) 87
FIFA 08 (DS) 102
Final Fantasy XII: Revenant Wings (DS) 36
Fire Emblem: Radiant Dawn (Wii) 24
Galaga '90 (VC) 69
Ghouls 'n Ghosts (VC) 69
Golden Axe (VC) 87
Guilty Gear XX Accent Core (Wii) 29
Guitar Hero III: Legends of Rock (Wii) 25
Harvey Birdman, Attorney at Law (Wii) 18
New International Track & Field (DS) 20
Landstalker (VC) 68
The Legend of Zelda: Phantom Hourglass (DS) 50, 98
LEGO *Star Wars*: The Complete Saga (Wii) 27
Link's Crossbow Training (Wii) 16
The Lion King (SNES) 96
Looney Tunes: Acme Arsenal (Wii) 102
Looney Tunes: Duck Amuck (DS) 102
Mario & Sonic at the Olympic Games (Wii) 28
Mario Strikers: Charged (Wii) 110
Master of Illusion (DS) 19
Medal of Honor Heroes 2 (Wii) 32
Mercury Meltdown Revolution (Wii) 100
Metroid (VC) 69
Metroid Prime 3: Corruption (Wii) 42
MySims (Wii) 100
Namco Museum DS (DS) 105
Napoleon Dynamite (DS) 35
Need for Speed ProStreet (Wii) 34
Neutopia (VC) 69
NiGHTS: Journey of Dreams (Wii) 31
Ninja Gaiden: Dragon Sword (DS) 27
Ninja Spirit (VC) 86
Ninjatown (DS) 18
No More Heroes (Wii) 17
Ontamarama (DS) 30
Professor Layton and the Curious Village (DS) 56
Resident Evil: The Umbrella Chronicles (Wii) 26
Rygar: Battle of Argus (Wii) 70
Samba de Amigo (Wii) 17
Shining in the Darkness (VC) 69
Shinobi III: Return of the Ninja Master (VC) 69
Shockman (VC) 86
Sonic Riders: Zero Gravity (Wii) 74
Sonic Rush Adventure (DS) 100
Sonic the Hedgehog (VC) 87
Sonic the Hedgehog 2 (VC) 87
Spider-Man: Friend or Foe (Wii) 34
Splatterhouse (VC) 86
Star Trek: Conquest (Wii) 18
Streets of Rage 2 (VC) 86
Super C (VC) 69
Super Metroid (VC) 68
Super Smash Bros. Brawl (Wii) 22, 88
Thrillville: Off the Rails (Wii) 30
Tiger Woods PGA Tour 08 (Wii, DS) 104
ToeJam & Earl (VC) 87
Touch Detective 2 1/2 (DS) 105
Victorious Boxers: Revolution (Wii) 32
Wave Race 64 (VC) 69
Worms: A Space Oddity (Wii) 18
Worms: Open Warfare 2 (DS) 104
Zack & Wiki: Quest for Barbaros' Treasure (Wii) 28

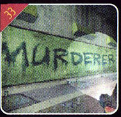












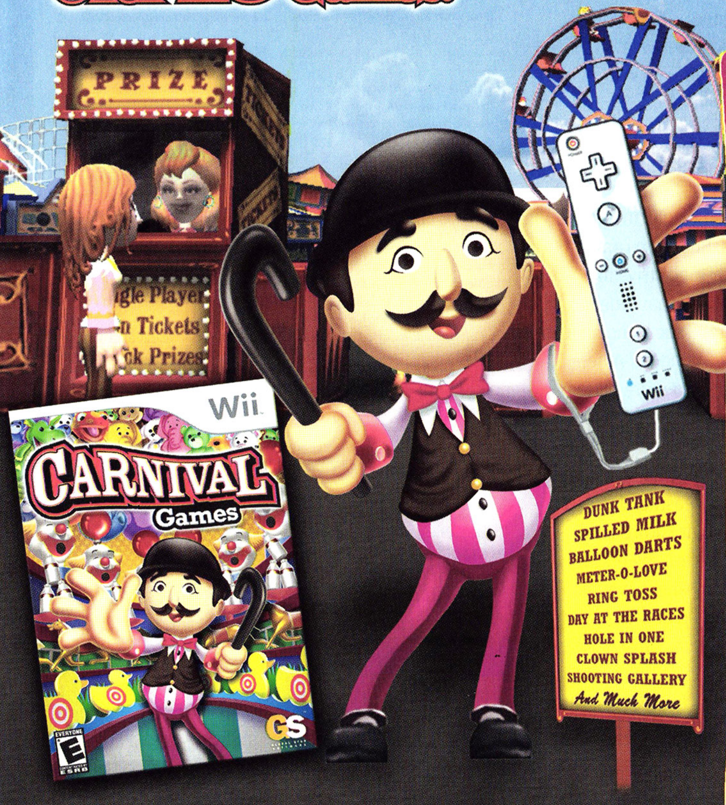
DS = Nintendo DS
SNES = Super Nintendo Entertainment System
VC = Virtual Console
Wii = Wii

STEP RIGHT UP TO...

check out the trailer at globalstarsoftware.com

CARNIVAL™ Games

Over 25 Games!


PRIZE
gle Player
n Tickets
ck Prizes
Wii
CARNIVAL
Games
GS
EVERYONE
E
CONTENT RATED BY ESRB
Wii
DUNK TANK
SPILLED MILK
BALLOON DARTS
METER-O-LOVE
RING TOSS
DAY AT THE RACES
HOLE IN ONE
CLOWN SPLASH
SHOOTING GALLERY
And Much More

Ring the bell in Test Your Strength

Careful what you wish for...

BIG PRIZES
EASY W
FORTUNE WAY
PLAY AGAIN

Rack up the points in Alley Ball

EVERYONE E CONTENT RATED BY ESRB

GAMES CAT DADDY

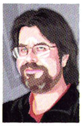
GS™ GLOBAL STAR SOFTWARE

Wii™

© 2007 Global Star Software, Inc. Carnival Games, the Carnival Games Logo, Global Star Software and the Global Star Software logo are trademarks and/or registered trademarks of Take-Two Interactive Software, Inc. Cat Daddy Games and the Cat Daddy Games logo are trademarks of Cat Daddy Games, LLC. ™, ® and the Wii logo are trademarks of Nintendo. © 2006 Nintendo. The ratings icon is a trademark of the Entertainment Software Association. All rights reserved.

Pulse

THE FUTURE



For nearly 20 years I have had what many people would consider to be the best job in the world. (No argument here.) And the same thing could be said of my talented colleagues—the writers, designers, editors, and incredible support staff that have sweated the details every month to bring you the world's first and best official video game magazine. Nintendo has been our home, and our parent, too, supporting and guiding us as we have tried to tap into our passion for both the games and the print medium to inform and entertain our loyal readers. But there comes a time when we all leave home and strive for even greater achievements, and that time is now for Nintendo Power. This issue is the final edition to be published by Nintendo of America. Beginning with Volume 222, Future US (one of the most accomplished magazine publishers on Earth) becomes Nintendo Power's official publisher. Huge news, I know, but not discouraging. In fact, although some masthead names will change, I am convinced that Future's new team is not only dedicated to carrying on with the traditions and quality you expect, but will deliver exciting new content and benefits, such as an annual holiday bonus issue. Subscribers will continue to receive NP monthly in the mail, and newsstand patrons will find NP in more locations than ever before. So please join me as I say welcome to the future, and to Future US.

Scott Pelland
Managing Editor

LETTERS

THRILLA IN MANILA

I just got Volume 220 in the mail and flipped through it. Suddenly my eyes saw a faint glimmer of tan hidden in the dark colors of the pages. "No," I thought, "Surely not." I flipped through the tome until I reached what I thought I'd seen before. Wonder of Wonders! Classified Info, with the classic manila folder background! At last, the cruel editors of NP have relented and allowed the wondrous manila shade to grace the pages of the noble magazine once again! This calls for a celebration! Seriously, it was great to see this nice throwback to "ye olden days" in the magazine for us old-timers. Keep up the great work—NP has never been better!

Cameron T.
via the Internet

We're happy enough that you liked our throwback Classified Info that we'll overlook the "cruel editors" comment you snuck in there.

THE MAN IN BLUE

I was so excited to see so many Mega Man-related games in October's NP [Volume 220]. Mega Man is by far my favorite classic game series, Mega Man X in particular. I was introduced to it by a friend of mine that lived down the street and it quickly became my favorite game. My friend has moved and, though I do miss him, I really miss that game he took with him. Why doesn't the Virtual Console come out with some Mega Man titles? They are a key part of gaming history and deserve some recognition.

Ronnie P.
via the Internet

We have good news and bad news—Mega Man has made it to Virtual Console in Europe and Australia; however, Capcom has not announced plans to release any Mega Man games in North America.

THE HUNT IS ON

I just read that they banned Manhunt 2 in the UK, and gave it an AO rating here in the US. Does this mean that it's not going to be released on the Wii on October 31st like it was supposed to? I know a lot of people were looking forward to this game, and it would be a shame if it didn't come to the Wii.

Cathy W.
via the Internet

Manhunt 2 was originally rated AO, but has since been edited and re-evaluated to receive an M rating. The game is once again on track to come out on Halloween.

SHOW SOME LOVE!

You celebrated Samus's 20th anniversary, but there's another character that matters, too—Kirby! This year is Kirby's 15th anniversary but you didn't do anything! If there weren't Kirby, would there be HAL Laboratory? And if there were no HAL Laboratory, would there be a Super Smash Bros.? If there were no Super Smash Bros., would there be a Super Smash Bros. Brawl? It gives you something to think about before Brawl comes out.

KCCKirby
via the Internet

It's quite a stretch to assume that without Kirby, Smash Bros. would never have existed. But you'd probably have to play as Lolo instead of the famed pink puffball.

FOOD FIGHT

My father and I were playing Cooking Mama for the Wii when we had the great idea to make Killing Mama, a spin-off game where Mama runs around with a cleaver chopping off heads saying, "Good, not mine" and spouting other catchy phrases and insults! Maybe when Mama gets killed she could say "Better than Mama?" Maybe she makes bad-guy stew? Maybe she's the bad guy? You decide. We really think Killing Mama could be the next big thing! Could you please pass this idea to Nintendo and let us know when the game is finished?

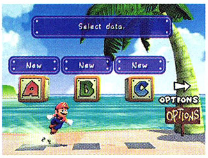
William and Emery B.
via the Internet

Alright, we're creeped out. Now can everyone see why we don't print the game ideas we receive around here?

SHINE SAVED

Wouldn't a side-scrolling Mario platformer based off of the Super Mario Sunshine file-select screen be awesome? I'm not talking about a platformer like New Super Mario Bros., because the gameplay doesn't seem as loose and free as it is in the file select screen. You guys at Nintendo Power should play a little bit on the file-select screen, then try to tell me that a side-scrolling platformer based off that would not be a great idea.

Taylor C.
via the Internet



You may be onto something. . . .

TOO MANY HEROES

Where is Waluigi's game? Mario, Luigi, and Wario all have their own games. So why doesn't Waluigi have one?

Ryan S.
via the Internet

Why is it that almost everyone in the Mario universe has their own game? I mean, Mario's a given, but Luigi has a mansion, Wario is in his own games and WarioWare, Peach stars on the DS, even Toad is the main character for Wario's Woods! Where's my Bowser game? What gives?

Dave S.
via the Internet

I think they should definitely make a Boo game. He is so cool! He isn't in enough games! He doesn't even have a DS game! Don't you think Boo is nifty also?

Ryan S.
via the Internet

We wouldn't mind Boo or Bowser, but Waluigi? That's a stretch even for die-hard Nintendo fans like us.

QUESTION BLOCKS

For the last two generations of Nintendo systems, I have had to deal with the introduction of a new unit of memory measurement: Blocks. Is 1,258 blocks left on my Wii system memory a lot? I don't know. The amount of blocks certain games take up is totally inconsistent. For example, Twilight Princess is less than 10 blocks (as I recall) but Madden NFL 07 is over 150!

Chris K.
via the Internet

The Wii begins with 2,166 blocks of free memory, from which saved data, downloaded channels, and Virtual Console games all take a chunk. As for the consistency issue—it makes sense for Madden to need more space as there's a lot more info that has to be recorded (such as the status of every player on your legacy franchise).

My brothers and I are thinking about buying a Wii, but there are numerous games on our GameCube that we've beaten and we would not like to restart We were wondering, can you use your old GameCube memory card on the Wii without losing data?

Cameron H.
via the Internet

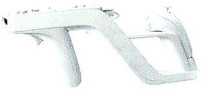
This question seemed like such a no-brainer that we felt compelled to check. We confirmed that your memory card will retain its data when you play a GameCube game on the Wii.

JUST SHOOT US

Hey, guys! As I was reading about the upcoming game Umbrella Chronicles, I thought it was high time I suggested something new as a Wiimote accessory to help with rail shooter games. It would look like a stock of a light gun, with a trigger and everything, and the Wiimote could slide into the top to become the "barrel" of the light gun. They would connect at the back of the Wiimote just like the nunchuk does, and voilà! A light-gun accessory for the Wii! It would make aiming in rail shooters much more intuitive and like the arcade games House of the Dead, etc. Just a thought I thought I ought to pass on.

kabenon007
via the Internet

That's a great idea! In fact, we whipped up a concept sketch:



We're thinking of calling it the "Zapper."

PLEASE WAIT . . .

I have a question about my Wii that I figured that you could answer. I recently bought Mario Strikers Charged and when I put it in it said that it was updating. I have never connected my Wii to the Internet before so I didn't have icons next to the Wii Shop Channel, the News Channel, or the Forecast Channel. It gave me the pictures to the channels and changed the appearance of the menu. Do you guys know why this happened?

Jarred L.
via the Internet

There's nothing to be afraid of. Some Wii games (particularly first-party titles) contain system updates that are required before the game will play correctly; those updates will self-install automatically the first time you play.

SLIPPED DISCS

Is there any chance that games that never before came out in North America will come out on the Virtual Console? Two games that I would like to see come out would be Terranigma, which came out for the Super Nintendo in Japan and Europe only, and Dracula X: Rondo of Blood. Rondo of Blood is considered one of the best Castlevania games ever, and was also one of the first games with voice-acting. If it came out as a Virtual Console game, I bet a lot of Castlevania fans would be overjoyed. I just hope they wouldn't use the same voice actor for Richter Belmont as they did in Portrait of Ruin—I didn't think the voice, or rather his various deep grunts, suited the character.

Zachary
via the Internet

We're confident that games that were never released in North America will eventually make it to Virtual Console. There's no word yet on the two titles you've mentioned, but at this point anything is possible when it comes to future Virtual Console titles.

FOREVER EVER?

I downloaded the Metroid Prime 3 preview for my Wii, and in the first video it gave me the impression that Corruption was going to be the last Metroid game. That kinda bummed me out, seeing as I have been playing Metroid games since what seems like forever. On the other hand, my friend thought it was just going to be the last of the Prime series and they would make a new series of Metroid games. So could you get back to me on that and tell us who is right?

DMPC1993
via the Internet

Lucky for you, your friend might be correct on this one. It's true that Corruption is the finale to the Prime trilogy, but there hasn't been any indication that Samus is hanging up her Varia Suit for good.

GAMER'S DIGEST WE AIN'T

I've been reading Nintendo Power since as far back as I can remember. I couldn't help but feel that there's something missing from the recent magazines. I looked through old issues (I mean, issues back from the late '80s), and one issue I have included a Legend of Zelda comic. It was only one chapter, but it was incredible! It made me want to find the issues that went along with it to read the whole thing. After seeing this, I think there's something you could do to fill out the Community section: fan fiction. You could include a chapter of some Nintendo-themed fan fiction each month. Granted, it would take a lot of time, having to write a well-planned story out and post a chapter every month, but it would be a nice break from the usual. It's just a thought.

Ian R.
via the Internet

How can we put this nicely? We've read enough fan fiction to know that there are better ways to utilize precious page space than on Birdo's Adventures on Orbitron-7.

EXTRA! EXTRA!

I was looking at my copy of Mario Superstar Baseball, and I noticed something odd. The back of the box and the game manual said there was a Nintendo Power Player's Guide available for it. However, I cannot find any information about a guide for the game anywhere. Was it never released, and if so, is Chris Shepperd to blame for this?

Chris L.
via the Internet

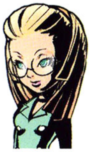
Nice catch—we never made a guide for it. We're not sure how those logos got there, but if it makes you feel better, go ahead and blame Chris (we sure as heck do).

QUITE A SPECTACLE

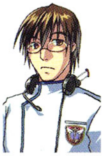
A friend of mine and I are having an argument. He thinks that main characters of games shouldn't wear glasses. Do you think in the future we could see more game characters with glasses?

Brenden S.
via the Internet

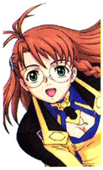
Seems that Pulse is being called on to settle a lot of arguments recently. For the record, we're pro-glasses—the number of characters who wear specs vastly under-represents the general public. Here are a few of our favorite glasses-wearers:



Sylvia from Viewtiful Joe



Derek Stiles from Trauma Center



Shion Uzuki from Xenosaga

Albert Wesker from Resident Evil

The other day when I was packing up for a family camp-out, I came across my little shake-up flashlight (the kind you simply shake briefly to get power for a few minutes). Then it struck me—why not apply the same little shake-up power mechanism to the Wii remote? Seriously, when you play games that take full advantage of the motion-sensitive feature of the remote, the remote will be simultaneously charged! Other than slight size alterations to the remote it would be a cost-effective and easy way to take having to use batteries out of the Wii-playing picture.

Ian M.
via the Internet

Now that's a real brilliant idea, Ian. You've got electrical engineer written all over you. Still, we're doubtful that your system would work due to the power requirements of the rumble feature in the Wii remote.

METROID EGGS

I noticed something like an Easter egg in Metroid Prime 3: Corruption. While you're in the ship, go to the screen where you can input the weird-looking symbols. Numbering from top-left to bottom-right, press the second, seventh, fifth, then first symbols. Nintendo President Mr. Iwata will say a message in Japanese. Just thought I would share this find with you guys.

Mike J.
via the Internet

Neat trick. Mr. Iwata explains how he was pretty stressed about Metroid. Here's another code for you to try: press the eighth, third, fifth, then fourth buttons to hear a greeting from Mr. Miyamoto.

RITZY BUSINESS

I'm writing about something my friends and I found in Resident Evil 4: Wii Edition. When you are playing as Leon in his gangster outfit and while using the Chicago Typewriter, hold the B Button and flick the Wii controller upward then downward to reload. Leon will fix the hat on his head. On the fourth time in a row you do this, Leon will throw his hat up into the air and then catch it.

Erik H.
via the Internet

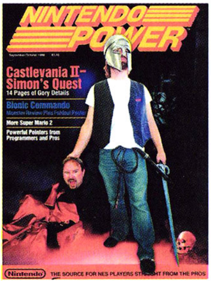
COVER ART

Have you ever considered creating a real-life re-enactment of your favorite NP cover? You should try it. It'd be awesome.

Jimmy V.
via the Internet

Of course we have; we just haven't had a reason to actually go through with it. There was only one cover that came to mind: the classic Castlevania II issue from Volume 2.

▶


NINTENDO POWER
Castlevania II–Simon's Quest
14 Pages of Gory Details
Bionic Commando
Monster Review Plus Foldout Poster
More Super Mario 2
Powerful Pointers from Programmers and Pros
Nintendo
THE SOURCE FOR NES PLAYERS STRAIGHT FROM THE PROS

YOU FORGOT CARRIER PIGEON

I know people have come up with ideas for how to make Pulse longer, but I still want to throw out an idea. You could take out the "via the Internet" or "via mail" part at the end of people's letters. That would cut out like 20 to 30 lines, enough room for another letter or two. I mean, who cares if it was sent to you via the Internet or regular mail?

Scott
via the Internet

We get quite a few letters asking why we continue to say "via the Internet" at the end of readers' mail. We keep the option open for people to send us mail the old-fashioned way, but the lion's share of correspondence comes in via e-mail. At some point we'll officially switch over to an e-mail only system, but for now we'll keep identifying their origin.

MAKE MONEY FAST!

I discovered a trick in Twilight Princess. When you are in Lake Hylia, after you have opened the top chest with an orange rupee in it, take the cannon up to Falabi's Flight-by-Fowl. Use the Gale Boomerang and look at the top of the roof. You will see a rooster-shaped weather vane—Z-target it and let loose your boomerang. A scene will show the top platform stopping and the treasure chest will close. Take a Cucco to the top chest and open it. It should be filled with another orange rupee. That's how I got the magic armor easily.

Stan Y.
via the Internet

That's not a bad trick, but it's not for everyone; flying to that treasure chest can be too much of a pain to make it worthwhile.

CAN WE TALK?

Don't you guys ever get bored just writing video game-related stuff? I mean, sometimes you just seem like you need someone to talk to. So, how are you guys doing?

Austin M.
via the Internet

Oh, we're doing alright. Thanks for asking. We'd be lying if we said we didn't get the itch to write about other stuff. When we're really bored we write fan ficiton, such as Steve T.'s classic novella Birdo's Adventures on Orbitron-7.

CORRECTOR'S CORNER

I just received my October 2007 (Volume 220) copy of Nintendo Power. I wanted to make note of an incorrect statement made about Pac-Man Vs. In the "Value Pac" article, you state that the hardware requirements were "stringent" and "needed multiple GBAs and GBA-GCN link cables." This isn't correct. Only one GBA and one GBA-GCN link cable were required. One player was Pac-Man on the GBA and saw the entire game map, while the other players (up to three) played on the TV screen and saw a very limited area surrounding each ghost (eating the fruit expanded the viewing area temporarily), creating the challenge of finding Pac-Man. It was a great game and loads of fun!

Stan Y.
via the Internet

We caught one other error without anybody's help. In the Volume 220 previews column, we listed Majesco as the publisher for Indianapolis 500 Legends. In fact, Destineer is the publisher.

PLEASE WRITE US:

pulse@nintendopower.com

Or via carrier pigeon at:

Nintendo Power
PO Box 97033
Redmond, WA 98073-9733

NINTENDO POWER

CITIZENS OF ORBITRON-7

PUBLISHER
T. Kimishima

EDITOR IN CHIEF
Yoshio Tsuboike

MANAGING EDITOR
Scott Pelland

ART DIRECTOR
Kim Logan

SENIOR WRITER/EDITOR
Drew Williams

SENIOR WRITER
Steve Thomason

STAFF WRITERS
Chris Hoffman
Christopher Shepperd

CONTRIBUTING WRITERS
Casey Loe
George Sinfield

EDITORIAL CONSULTANTS
Reggie Fils-Aime
George Harrison
Dan Owsen
Jacqualee Story
Steve Singer

COPY EDITOR/ CONTRIBUTING WRITER
Candace English

ASSISTANT PRODUCTION MANAGER
Machiko Oehler

PRINT PRODUCTION SUPERVISOR
Paul Gerlt

PRODUCTION COORDINATOR
Mayumi Colson

ASSISTANT ART DIRECTOR
Jim Catechi

SENIOR DESIGNER
Tim Garret

DESIGNERS
Cory Conner
Rebekah Lane
David Waterworth

PRODUCTION ASSISTANT/ CONTRIBUTING WRITER
Pete Michaud

DESIGN, GAME STRATEGY & ILLUSTRATION
V-DESIGN Inc.

V-DESIGN INC. ART DIRECTOR
Yoshi Orimo

V-DESIGN INC.
Oliver Crowell
Sonja Morris

BUSINESS DIRECTOR
Casey Pelkey

MARKETING MANAGER
Jeff Bafus

SALES AND MARKETING ASSISTANT MANAGER
Malinda Miller

For advertising inquiries, contact
np.advertising@noa.nintendo.com

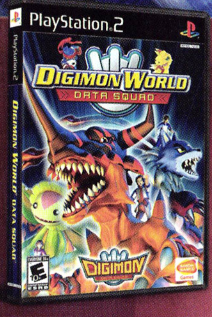
VOLUME 221—November 2007
Nintendo Power is printed in the U.S.A. and published by Nintendo of America Inc., 4820 150th Avenue NE, Redmond, Washington, 98052, at $59.88 per year in the U.S.A. ($83.88 in Canada).

©2007 Nintendo of America Inc. All rights reserved. Nothing that appears in Nintendo Power may be reproduced in whole or in part without express written permission from Nintendo of America Inc., copyright owner. Nintendo is a registered trademark of Nintendo of America Inc. TM, © & ® for games and characters are owned by the companies that market or license those products.

MSRP: Manufacturer's Suggested Retail Price. Actual retail prices may vary.

ENTER THE WORLD OF DIGIMON

BECOME A TRUE DIGIMON MASTER TODAY!



DIGIMON WORLD® DATA SQUAD

YOU ARE MARCUS DAMON, A MEMBER OF THE SECRET ORGANIZATION KNOWN AS DATA SQUAD (DATS). WHEN EVIL DIGIMON FROM THE DIGITAL WORLD START INVADING THE REAL WORLD, IT IS UP TO YOU STOP THEM.

- >> TAME, TRAIN AND EVOLVE MORE THAN 140 DIGIMON!
- >> FIND OVER 250 ITEMS TO USE IN BATTLE AND TO SOLVE PUZZLES!
- >> TALK TO YOUR DIGIMON! THEY TELL YOU WHAT THEY WANT TO DO IN BATTLE!
- >> FOLLOW YOUR FAVORITE CHARACTERS FROM THE NEW TV SHOW "DIGIMON DATA SQUAD"!

Evolution Map
Status
Action
Flame Breath

DIGIMON DATA SQUAD

DIGIMON WORLD DUSK
DIGIMON WORLD DAWN
NINTENDO DS

DIGIMON WORLD® DUSK & DAWN

A MYSTERIOUS ENEMY HAS UNLEASHED A DANGEROUS NEW VIRUS. WAS THE VIRUS FROM THE ELITE NIGHT CLAW TEAM OR DID THE POWERFUL LIGHT FANG TEAM DO IT? YOU ARE A NEW DIGIMON TAMER, AND YOU MUST CHOOSE YOUR NEW TAMER TEAM.

- >> EACH GAME FEATURES DOZENS OF UNIQUE DIGIMON AND SEPARATE BUT INTERWEAVING STORIES!
- >> TRAIN, RAISE, AND FIGHT WITH OVER 350 TOTAL DIGIMON IN DIGIMON WORLD® DAWN & DIGIMON WORLD® DUSK!
- >> BATTLE OR CREATE RARE DIGIMON WITH YOUR FRIENDS OVER DS WIRELESS COMMUNICATIONS OR NINTENDO WI-FI CONNECTION!

FOR THE GAMES VISIT:
WWW.DIGIMONWORLDVIDEOGAMES.COM

FOR THE CARTOON VISIT:
WWW.TOEI-ANIM.COM

TOEI ANIMATION

PRODUCTS RANGE FROM EVERYONE TO EVERYONE 10+
E-E 10+
CONTENT RATED BY ESRB

Alcohol Reference
Crude Humor
Mild Cartoon Violence
Mild Fantasy Violence
Mild Language

PlayStation 2 NINTENDO DS BANDAI NAMCO Games

©Akiyoshi Hongo, Toei Animation ® & © 1997 – 2007 Bandai. DIGIMON, DIGITAL MONSTERS, DIGIMON WORLD and all related logos, names and distinctive likenesses thereof are the property of Bandai/Toei Animation. DIGIMON DATA SQUAD and all related logos, names and distinctive likenesses thereof are the property of Toei Animation. © 2007 NAMCO BANDAI Games Inc. All rights reserved. NAMCO BANDAI Games logo is a trademark of NAMCO BANDAI. Published and distributed by NAMCO BANDAI Games America Inc. "PlayStation" and the "PS" Family logo are regsitered trademarks of Sony Computer Entertainment Inc. ™,® and Nintendo DS are trademarks of Nintendo. © 2004 Nintendo. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and copyrights are property of their respective owners.

MOST WANTED

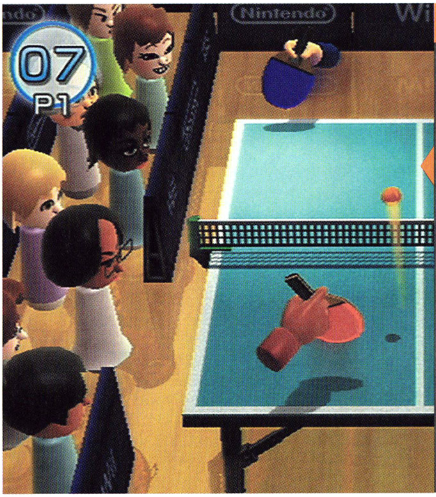
As voted by the readers. Go to nintendo.com/mostwanted and let your voice be heard!

>Wii

1. Super Smash Bros. Brawl
2. Super Mario Galaxy
3. Mario Kart Wii
4. Guitar Hero III: Legends of Rock
5. Fire Emblem: Radiant Dawn

>NINTENDO DS

1. Mario Party DS
2. Sonic RPG
3. Final Fantasy Crystal Chronicles: Ring of Fates
4. Final Fantasy XII: Revenant Wings
5. Phoenix Wright: Ace Attorney Trials and Tribulations



TOP SELLERS

>Wii

Mario has scored a goal in his most recent take on the world's most popular sport. But it's evident that true Mario fans just like to party.

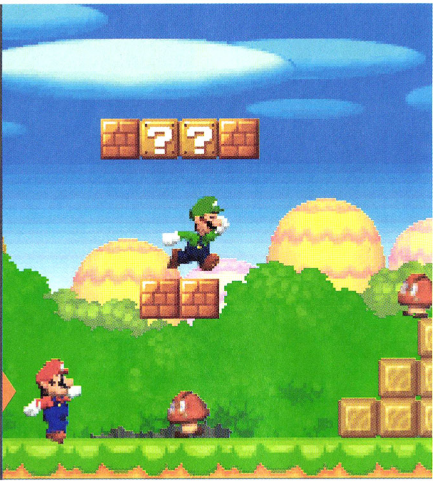
1. Wii Play
2. Mario Party 8
3. Mario Strikers: Charged
4. Resident Evil 4: Wii Edition
5. Pokémon Battle Revolution
6. Super Paper Mario
7. The Legend of Zelda: Twilight Princess
8. The Bigs
9. Harry Potter and the Order of the Phoenix
10. Transformers: The Game

TOP SELLERS

>NINTENDO DS

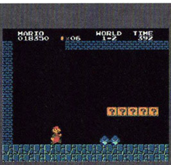
Break out the popcorn and sour candies—movie-licensed titles have taken over the DS charts. All Mario can say is, "Rats."

1. Pokémon Diamond
2. Pokémon Pearl
3. Ratatouille
4. Transformers: Autobots
5. New Super Mario Bros.
6. Mario Kart DS
7. Transformers: Decepticons
8. Hannah Montana
9. Harry Potter and the Order of the Phoenix
10. Animal Crossing: Wild World



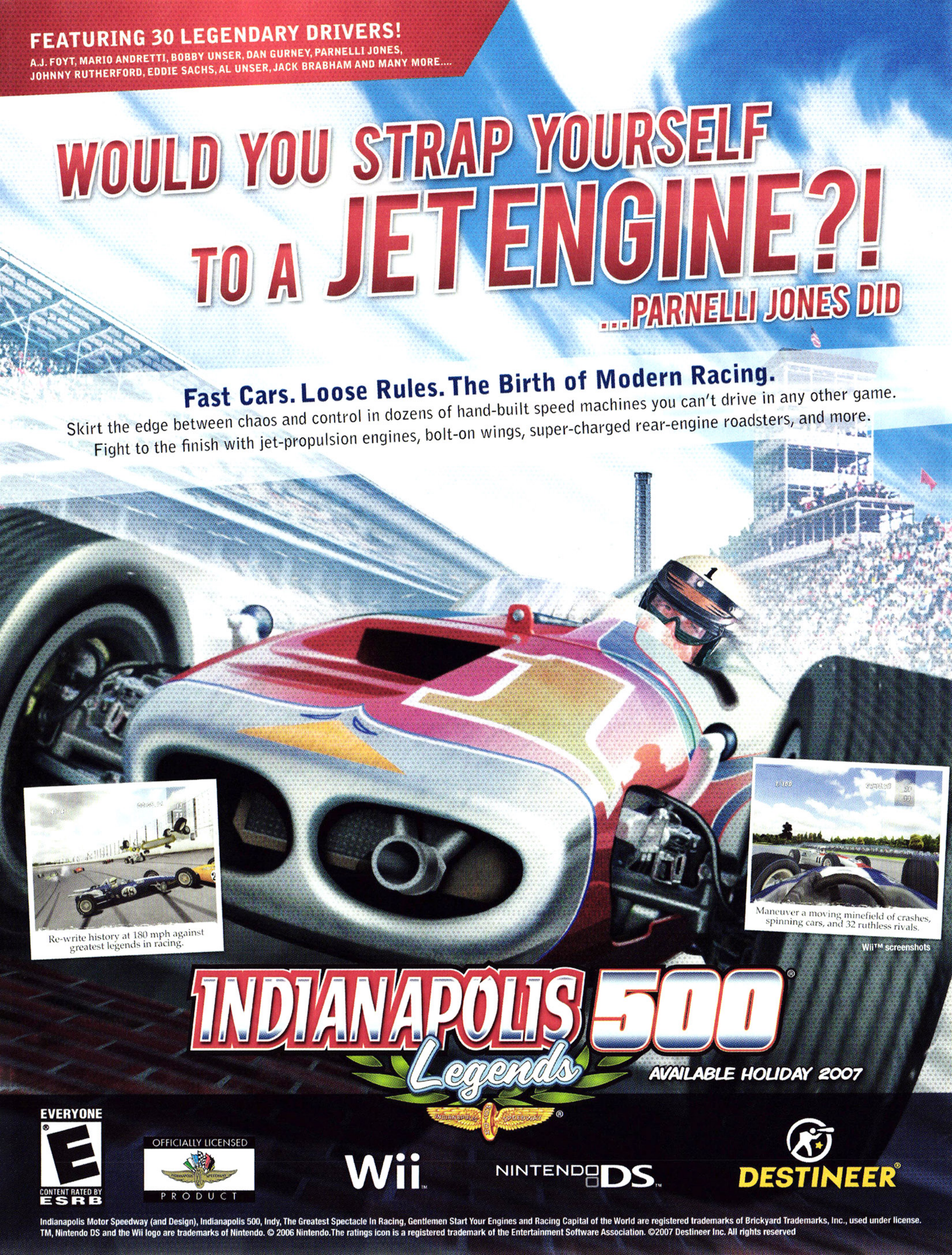
>VIRTUAL CONSOLE—NES DOWNLOADS

We're changing up the Virtual Console downloads chart a little this month—the list shows the top five NES downloads over the past three months. Still no surprises—Super Mario Bros. takes top honors, and Metroid and Zelda aren't far behind.



1. Super Mario Bros.
2. Super Mario Bros. 2
3. Punch-Out!!
4. Metroid
5. The Legend of Zelda

Sales data courtesy of the NPDFunworld TRSTS Video Game Source.



FEATURING 30 LEGENDARY DRIVERS!
A.J. FOYT, MARIO ANDRETTI, BOBBY UNSER, DAN GURNEY, PARNELLI JONES, JOHNNY RUTHERFORD, EDDIE SACHS, AL UNSER, JACK BRABHAM AND MANY MORE....

WOULD YOU STRAP YOURSELF TO A JET ENGINE?!

...PARNELLI JONES DID

Fast Cars. Loose Rules. The Birth of Modern Racing.

Skirt the edge between chaos and control in dozens of hand-built speed machines you can't drive in any other game. Fight to the finish with jet-propulsion engines, bolt-on wings, super-charged rear-engine roadsters, and more.

Re-write history at 180 mph against greatest legends in racing.

Maneuver a moving minefield of crashes, spinning cars, and 32 ruthless rivals.

Wii™ screenshots

INDIANAPOLIS 500® Legends

AVAILABLE HOLIDAY 2007

EVERYONE
E
CONTENT RATED BY
ESRB

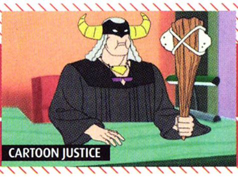
OFFICIALLY LICENSED
PRODUCT

Wii™

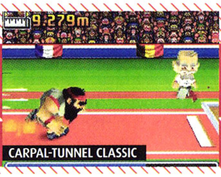
NINTENDO DS™

DESTINEER®

Indianapolis Motor Speedway (and Design), Indianapolis 500, Indy, The Greatest Spectacle In Racing, Gentlemen Start Your Engines and Racing Capital of the World are registered trademarks of Brickyard Trademarks, Inc., used under license. TM, Nintendo DS and the Wii logo are trademarks of Nintendo. © 2006 Nintendo. The ratings icon is a registered trademark of the Entertainment Software Association. ©2007 Destineer Inc. All rights reserved



CARTOON JUSTICE



CARPAL-TUNNEL CLASSIC

TRAVELING MAGICIAN

SHOOT THE MOON

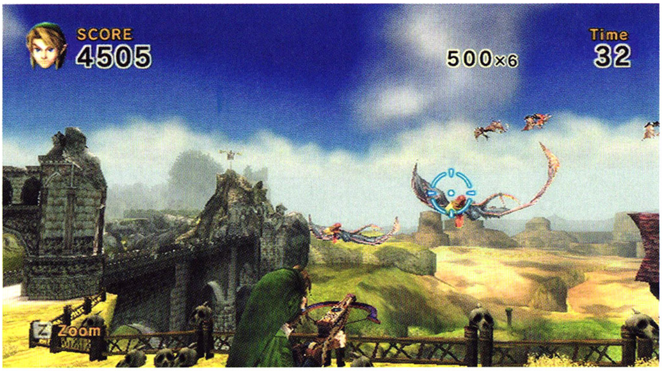
Link's on Target

The hero of Hyrule gets a new gig in Link's Crossbow Training, an assortment of Zelda-based minigames packed in with the Wii Zapper.

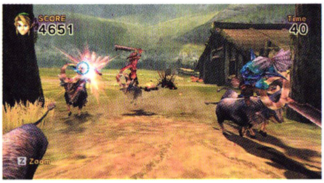
While you were charging through The Legend of Zelda: Twilight Princess, if you said to yourself, "Hey, this would make a great stage for use with the Zapper," you were either psychic or just really lucky, because Nintendo has announced a Twilight Princess-themed collection of shooter minigames to be packed in with the Zapper. Link's Crossbow Training will take you across the grassy plains of Hyrule, through the Snowpeak Ruins, down the main street of Hidden Village, and to many other recognizable locations.

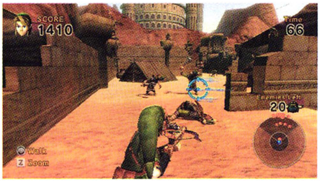
The minigame collection showcases a range of ways to implement the Zapper, from simple target shooting to a full-fledged third-person action mode. In target-shooting stages, you'll have to shoot bull's-eyes quickly and accurately—the more targets you hit, the quicker new targets will appear; the more targets you hit in a row, the more points you'll earn. In the third-person shooter levels, you control Link via the Control Stick; the camera will follow the targeting reticle when it gets near the edge of the screen. The enemies are tough, too—Bulblins, Stalfos, and Tektites are just some of the foes you'll have to deal with. Each minigame is relatively short—perfect for taking turns with friends. But you can go at it with up to three pals in consecutive multiplayer for some real blasting fun.

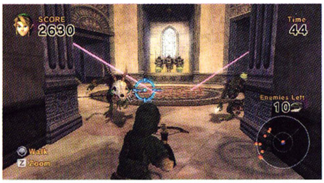
Link's Crossbow Training will ship with the Zapper controller on November 19th. —Chris S.

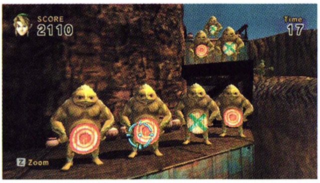


Link's rapid-fire crosbow is Hyrulian Tech at it's best–no need to reload bolts!





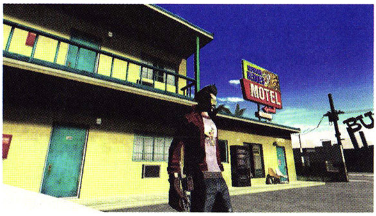




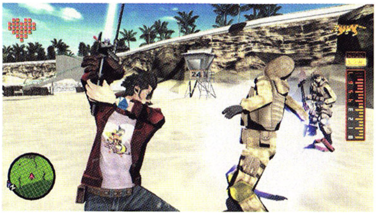
UBI SCORES A TOUCHDOWN

Heroes' Journey

Pack your bags for the town of Santa Destroy! No More Heroes is coming to America courtesy of Ubisoft.



After checking out from the No More Heroes Motel, you can head to Burger Suplex for a bite to eat.



Travis has three different attack stances with which he can wield his plasma-beam katana.

Just as we were starting to wonder if No More Heroes would ever get a US publisher, Ubisoft answers the call. Set for a February release, this Wii-exclusive action-adventure follows the exploits of Travis Touchdown, the world's 11th-ranked assassin. The game takes place in a sandbox-style city called Santa Destroy, California, where players are free to roam either on foot or via Mr. Touchdown's stylin' speed bike. On his quest to climb the hitman ranks and eventually become number one, Travis employs a unique combat style that mixes swordplay with professional wrestling. When you need a break from slashing and suplexing fools, you can earn some extra cash by completing side jobs like delivering pizza or scanning the beach with a metal detector. Needless to say, the game sounds every bit as awesomely weird as developer Grasshopper Manufacture's previous title, Killer 7. The extent to which the game utilizes the Wii remote is still unclear, though we do know that you'll execute finishing moves by matching the remote's movements to onscreen cues. Stay tuned—we'll have much more on No More Heroes in the months to come. —Steve T.

SHAKE IT!

Monkey Business

Sega's maracas-shakin' monkey returns in the Wii game we've all been waiting for: an all-new Samba de Amigo.

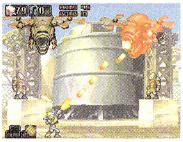
Long before Guitar Hero took the world by storm, cult classic Samba de Amigo (for Dreamcast and arcades) was helping gamers connect with their inner musicians. Players would shake a pair of plastic maracas (and occasionally strike a pose) as a sombrero-wearing monkey and other bits of assorted madness danced around the screen. If that sounds like a perfect fit for Wii, Sega agrees; the publisher will bring a new installment in the series to Nintendo's console sometime next year. Details are scarce, but you'll shake the Wii remote and nunchuk as you would the maracas (naturally), and the soundtrack will feature a mix of new and classic tunes. Suprisingly, the developer on the title is Gearbox Software, best known for its work on the acclaimed Brothers in Arms franchise. —Steve T.

NEWS BYTES

Going Commando

An all-new run-'n'-gun side-scroller blasts its way to DS.

Metal Slug-style shoot-'em-up action is the name of the game in 07 Commando for DS. Developed by Mana Computer Software in China, the game features huge bosses and plentiful power-ups. Lexicon Entertainment will be publishing the game in Europe, but a US publisher is still being determined.



Second Serving

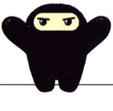
Cooking Mama returns to Nintendo DS.

Majesco is dishing up another helping of fun with Cooking Mama 2: Dinner with Friends for DS. Multiplayer action, 80 recipes, and 150 activities are on the menu. A Wii sequel is also in the works.

Silent But Huggable

SouthPeak takes the DS to Ninjatown.

Next fall, SouthPeak will release Ninjatown, a DS title based on the Shawnimals designer toy line. The action-strategy game will have you defending the titular burg using such powers as the Mighty Wind of Ninja Dropping and Stealth Hugs.

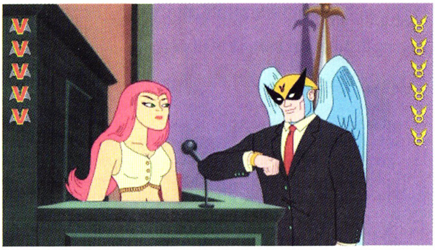


FOR THE BIRDS

Legal Eagle Spreads Wii Wings

The courtroom comedy of Harvey Birdman gives counsel later this year courtesy of Capcom.

Capcom's got a new lawyer on the case. Based on the Cartoon Network series of the same name, Harvey Birdman, Attorney at Law for Wii will let players take control of the titular superhero-turned-lawyer in five comical cases come November. Players will investigate crime scenes, search for evidence, cross-examine witnesses, talk with prosecutors, and ultimately prove their clients' innocence in a point-and-click adventure that features many of the characters, locales, and voice actors of the TV show. —Chris H.

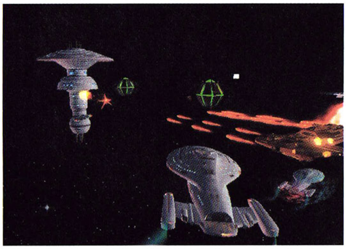


TREKKED OUT

A New Enterprise

Star Trek boldy goes to Wii this fall, giving us a single-player war between six factions.

In the wake of casting news for J.J. Abrams's new *Star Trek* franchise, Bethesda Softworks has announced that it is keeping Next Generation-era Star Trek flying with an enticing mix of turn-based strategy and action in Star Trek: Conquest. The first Wii Trek title lets you side with Federation, Klingon, Romulan, Cardassian, Dominion, or Breen forces in an effort to take over the universe. You set up the competition with clever resource management and starbase development on a large galactic map then knock them down with your ship-piloting and laser-firing skills. Who said Wii wasn't Next Gen? —George S.



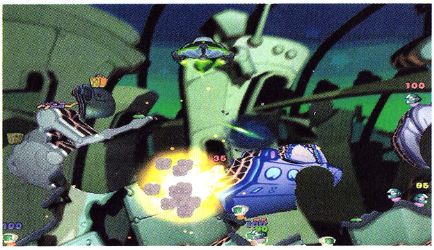
Conquest features a lot more all-out warfare than you'd typically see in the TV show because shooting stuff is fun.

ONE SMALL STEP . . .

Inching to Orbit

Mario's going to other planets. Now another old-school franchise reaches for the stars. It's Worms in space.

When the human race is wiped out, worms will rule the world. Thanks to THQ, they'll also rule space—in Worms: A Space Oddity, the Wii debut of the classic Worms series. The game, due out in early 2008, promises to improve on the cartoonish look of past titles with a science-fiction-inspired visual style, and give us a new way to control the crawling combatants by using gesture-based maneuvers. Also in the works: party games and four-player online battles. —George S.



ABRACADABRA

Tricks Are for Everyone

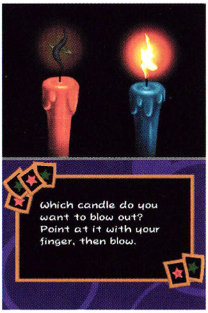
Pick a card, any card.

Now tap your card on the DS touch screen…

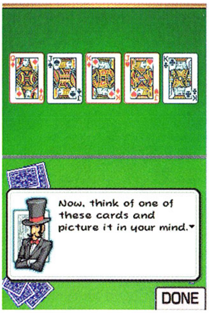
Master of Illusion won't just teach you how to put on a magic show; it'll host it for you. Using the various abilities of the DS and some classic mind-game shenanigans, you can wow friends and family with 14 simple tricks that involve everything from picking cards and guessing birthdays to covertly programming the DS so that a chosen candle will flicker out when someone blows into the mic.

If you don't have an audience handy, you can still raise your Magician Rank by letting DS-controlled magicians perform their tricks on you or by practicing basic card-sorting skills with touch-screen solitaire games.

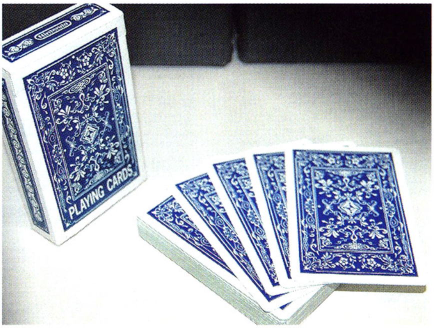
Master of Illusion even comes with a special deck of cards you can use in your tricks. They look normal, but I doubt they'd pass muster with the Nevada Gaming Commission—take a look at the picture below and see if you can figure out their secret. If you can't, you can get a closer look in November, when Master of Illusion will appear on store shelves everywhere. —CASEY L.



Which candle do you want to blow out? Point at it with your finger, then blow.

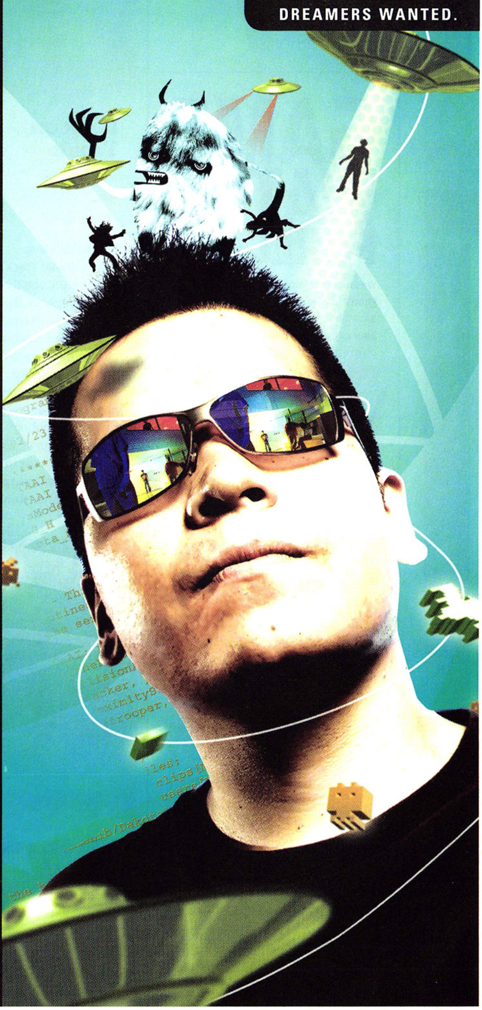


Now, think of one of these cards and picture it in your mind.



DREAMERS WANTED.

DEGREES IN: COMPUTER ANIMATION > DIGITAL ARTS & DESIGN > FILM > GAME DEVELOPMENT > MUSIC BUSINESS > RECORDING ARTS > SHOW PRODUCTION & TOURING



SCHOOL OF GAME DEVELOPMENT

800.226.7625

3300 University Boulevard • Winter Park, FL 32792

Financial aid available to those who qualify • Career development assistance • Accredited School, ACCSCT

ONE OF THE TOP FIVE GAME-DEGREE PROGRAMS IN THE WORLD

— Electronic Gaming Monthly

FULL SAIL
Real World Education

fullsail.com

© 2007 Full Sail Inc. All rights reserved.

GAME WATCH FORECAST

We put a lot of work into making sure that games like Horse Life and Imagine: Babyz are added to this list, so we expect you to pour over it and commit to memory the progress of each and every title.

Announced
In Development
Ready for Release

Game Title — Publisher — ●●●
Game Title — Publisher — ●●● —New games added to the list

Wii

Game Title	Publisher	●●●
Agatha Christie: And Then There Were None	The Adventure Company	●●○
Avatar: The Last Airbender: The Burning Earth	THQ	●●○
Backyard Football	Atari	●●○
Battalion Wars 2	Nintendo	●●○
Bee Movie Game	Activision	●●○
Ben 10: Protector of Earth	D3PA	●●○
Billy the Wizard	Conspiracy	●●○
Blast Works: Build, Fuse & Destroy	Majesco	●●○
Bleach: Shattered Blade	Sega	●●○
Blitz: The League	Midway	●●○
Bratz: The Movie	THQ	●●●
Brothers in Arms: Double Time	Ubisoft	●●○
Bully: Scholarship Edition	Rockstar	●●○
Cars: Mater-National	THQ	●●○
Catz 2007	Ubisoft	●●○
Civilization: Revolution	2K Games	●○○
Code Lyoko	The Game Factory	●●○
Cooking Mama 2*	Majesco	●○○
Cosmic Family	Ubisoft	●●●
Counter Force	Conspiracy	●●○
Cranium Kabookii	Ubisoft	●●○
Crash of the Titans	Sierra	●●●
Cruis'n	Midway	●●○
CSI: Hard Evidence	Ubisoft	●●○
Dance Dance Revolution Hottest Party	Konami	●●●
Dave Mirra BMX Challenge	Crave	●●○
de Blob	THQ	●●○
Destiny of Zorro	TBD	●●○
Destroy All Humans! Big Willy Unleashed	THQ	●●○
Dewy's Adventure	Konami	●●●
Disaster: Day of Crisis	Nintendo	●●○
Dogz 2007	Ubisoft	●●○
Dragon Ball Z: Budokai Tenkaichi 3	Atari	●●○
Dragon Blade: Wrath of Fire	D3PA	●●○
Dragon Quest Swords: The Masked Queen and the Tower of Mirrors	Square Enix	●●○
EA Playground	Electronic Arts	●●○
Emergency Mayhem	Codemasters	●●○
Endless Ocean	Nintendo	●●○
Ferrari Challenge	System 3	●○○
FIFA 08	Electronic Arts	●●●
Final Fantasy Crystal Chronicles: The Crystal Bearers	Square Enix	●●○
Fire Emblem: Radiant Dawn	Nintendo	●●○
Fishing Master	Hudson	●●●
Furu Furu Park	Majesco	●●○
Game Party	Midway	●○○
Geometry Wars: Galaxies	Sierra	●●○
George of the Jungle	Crave	●●○
Ghost Squad	Sega	●●○
Godzilla: Unleashed	Atari	●●○
The Golden Compass	Sega	●●○
Guilty Gear XX Accent Core	Aksys	●●○
Guitar Hero III: Legends of Rock	Activision	●●○
Harvest Moon Wii*	Natsume	●●○
Harvey Birdman, Attorney at Law	Capcom	●●○
High School Musical: Sing It!	Disney Int.	●●○
Hooked! Real Motion Fishing	Aksys	●●○
Hot Wheels: Beat That!	Activision	●●●
Indianapolis Legends 500	Destineer	●●○
Iron Man	Sega	●●○
Jenga	Atari	●●○
Juiced 2: Hot Import Nights	THQ	●●●
The Legend of Spyro: The Eternal Night	Sierra	●●○
LEGO Batman: The Videogame	Warner Bros. Interactive	●○○
LEGO *Star Wars*: The Complete Saga	LucasArts	●●○
Line Rider	inXile	●○○
Link's Crossbow Training	Nintendo	●●○
Looney Tunes: Acme Arsenal	Warner Bros. Interactive	●●●
Manhunt 2	Rockstar	●●○
Mario & Sonic at the Olympic Games	Sega	●●○
Medal of Honor Heroes 2	Electronic Arts	●●○
Mini Desktop Racing	Conspiracy	●●○
MLB Power Pros	2K Sports	●●●
Mushroom Men	Gamecock	●○○
MX vs. ATV Untamed	THQ	●●○
MySims	Electronic Arts	●●●
Myth Makers: Super Kart GP	Conspiracy	●●○
My Word Coach	Ubisoft	●●○
Namco Museum Remix	Namco Bandai	●●○
Naruto: Clash of Ninja Revolution	D3PA/Tomy	●●○
NBA Live 08	Electronic Arts	●●○
Need for Speed ProStreet	Electronic Arts	●●○
Nicktoons: Attack of the Toybots	THQ	●●○
NiGHTS: Journey of Dreams	Sega	●●○
Ninjabread Man	Conspiracy	●●○
Nitrobike	Ubisoft	●●○
No More Heroes	Ubisoft	●●○
Off Road Extreme	Conspiracy	●●○
One Piece: Unlimited Adventure	Namco Bandai	●●○
Opoona	Koei	●●○
Pinball Hall of Fame: The Williams Collection	Crave	●●○
Project H.A.M.M.E.R.	Nintendo	●●○
Rayman Raving Rabbids 2	Ubisoft	●●○
Resident Evil: The Umbrella Chronicles	Capcom	●●○
Rock 'n Roll Adventures	Conspiracy	●○○
Rockstar Games Presents Table Tennis	Rockstar	●●○
Samba de Amigo*	Sega	●○○
Samurai Warriors Katana	Koei	●●○
The Simpsons	Electronic Arts	●●○
The Sims 2: Castaway	Electronic Arts	●●○
Smarty Pants*	Electronic Arts	●●○
Soulcalibur Legends	Namco Bandai	●●○
Spider-Man: Friend or Foe	Activision	●●○
SpongeBob's Atlantis SquarePantis	THQ	●●○
Star Trek: Conquest	Bethesda	●●○
Super Mario Galaxy	Nintendo	●●○
Super Smash Bros. Brawl	Nintendo	●●○
Super Swing Golf Season 2	Tecmo	●●○
Thrillville: Off the Rails	LucasArts	●●○
Tiger Woods PGA Tour 08	Electronic Arts	●●●
Tomb Raider: Anniversary	Eidos	●●○
Tony Hawk's Proving Ground	Activision	●●○
Top Spin Tennis*	2K Sports	●○○
Trauma Center: New Blood	Atlus	●●○
Victorious Boxers	Xseed	●●○
Wii Fit	Nintendo	●●○
Worms: A Space Oddity	THQ	●●○
WWE SmackDown vs. Raw 2008	THQ	●●○
Zack & Wiki: Quest for Barbaros' Treasure	Capcom	●●○

NINTENDO DS

Game Title	Publisher	●●●
7 Wonders of the Ancient World	Mumbo Jumbo	●●●
Animal Genius	Scholastic	●●●
Arctic Tale	Destination	●●○
Avatar: The Last Airbender: The Burning Earth	THQ	●●○
Backyard Football	Atari	●●○
Backyard Hockey	Atari	●●○
Barbie: Island Princess	Activision	●●○
The Bee Game	Midway	●●○
Bee Movie Game	Activision	●●○
Ben 10: Protector of Earth	D3PA	●●○
Betty Boop's Double Shift	Destination	●●○
Bleach: The Blade of Fate	Sega	●●○
Bratz: 4 Real	THQ	●●○
Build a Bear	The Game Factory	●●○
California Games	System 3	●●○
Call of Duty 4: Modern Warfare	Activision	●●○
Cameltry	TBA	●●○
Cars: Mater-National	THQ	●●○
The Cheetah Girls: Pop Star Sensations	Disney Int.	●●○
Chessmaster: The Art of Learning	Ubisoft	●●○
Chibi-Robo: Park Patrol	Nintendo	●●●
Chronos Twin	Lexicon	●●○
Contra 4	Konami	●●○
Cooking Mama 2: Dinner with Friends	Majesco	●○○
Crash of the Titans	Sierra	●●●
Crayola Treasure Adventures	Crave	●●○
de Blob	THQ	●○○
Dementium: The Ward	Gamecock	●●○
Di-Gata Defenders	The Game Factory	●●○
Digimon World: Dawn	Namco Bandai	●●●
Digimon World: Dusk	Namco Bandai	●●●
Disney Princess: Magic Jewels	Disney Int.	●●○
DK: Jungle Climber	Nintendo	●●●
Draglade	Atlus	●●○
Dragon Quest IX*	Square Enix	●●○
Dragon Quest Monsters: Joker	Square Enix	●●○
Drawn to Life	THQ	●●●
DS Air*	Nintendo	●●○
Ed, Edd n Eddy: Scam of the Century	D3PA	●●○
El Tigre	THQ	●●○
Enchanted	Disney Int.	●●○
Europa Universalis II	Pocket PC	●●○
Ferrari Challenge	System 3	●●○
Final Fantasy IV	Square Enix	●●○
Final Fantasy XII: Revenant Wings	Square Enix	●●○
Final Fantasy Crystal Chronicles: Ring of Fates	Square Enix	●●○
Final Fantasy Tactics A2	Square Enix	●●○
Fish Tycoon	Majesco	●●○
Flash Focus: Vision Training in Minutes a Day	Nintendo	●●○
Foster's Home for Imaginary Friends: Imagination Invasion	Midway	●●○
Front Mission	Square Enix	●●○
Geometry Wars: Galaxies	Sierra	●●○
George of the Jungle	Crave	●●○
Godzilla Unleashed	Atari	●●○
The Golden Compass	Sega	●○○
GoPets: Vacation Island	Konami	●●○
Hannah Montana: Music Jam	Disney Int.	●●○
Homie Rollerz	Destineer	●●○
Horse Life	D3PA	●●○
Imagine Animal Doctor	Ubisoft	●●○
Imagine Babyz	Ubisoft	●●○
Imagine Fashion Designer	Ubisoft	●●○
Imagine Figure Skater	Ubisoft	●●○
Imagine Master Chef	Ubisoft	●●○
Impossible Mission	System 3	●●○
Indiana Jones 2007*	LucasArts	●○○
Indianapolis 500 Legends	Destineer	●●○
Insecticide	Gamecock	●●○
It's a Wonderful World	Square Enix	●●○
John Deere: Harvest in the Heartland	Destineer	●●○
Juiced 2: Hot Import Nights	THQ	●●●
Kurupoto: Cool Cool Stars	UFO	●●●
The Legend of Spyro: The Eternal Night	Sierra	●●○
The Legend of Zelda: Phantom Hourglass	Nintendo	●●●
LifeSigns: Surgical Unit	Dreamcatcher	●●○
Line Rider	inXile	●○○
Looney Tunes: Duck Amuck	Warner Bros. Interactive	●●●
Mahjong Quest	Activision	●●○
Mario Party DS	Nintendo	●●○
Master of Illusion	Nintendo	●●○
Math Play	Natsume	●●○
Mega Man ZX Advent	Capcom	●●○
Mushroom Men	Gamecock	●●○
MX vs. ATV Untamed	THQ	●●○
MySims	Electronic Arts	●●●
My French Coach	Ubisoft	●●○
My Life Coach	Ubisoft	●●○
My Spanish Coach	Ubisoft	●●○
My Word Coach	Ubisoft	●●○
Namco Museum DS	Namco Bandai	●●○
Nanostray 2	TBD	●●○
Naruto: Path of the Ninja	D3PA/Tomy	●●○
Need for Speed ProStreet	Electronic Arts	●●○
Neves	Yuke's	●●○
Nicktoons: Attack of the Toybots	THQ	●●○
Ninja Gaiden: Dragon Sword	Tecmo	●●○
Ninjatown	Southpeak	●○○
Ontamarama	Atlus	●●○
Orcs & Elves	Electronic Arts	●●○
Original Frisbee Disc Sports: Ultimate & Golf	Destination	●●●
Panzer Tactics	CDV Software	●●○
Phoenix Wright: Ace Attorney Trials and Tribulations	Capcom	●●○
Pocket Pets	03 Ent.	●●○
Power Rangers: Super Legends	Disney Int.	●●○
Professor Layton and the Curious Village	Nintendo	●●○
Puzzle de Harvest Moon	Natsume	●●○
Ratatouille: Food Frenzy	THQ	●●○
Rayman Raving Rabbids 2	Ubisoft	●●○
Rhythm 'n Notes	Agetec	●●○
River King: Mystic Valley	Natsume	●●○
Shrek: Ogres and Dronkeys	Activision	●●○
The Simpsons	Electronic Arts	●●○
The Sims 2: Castaway	Electronic Arts	●●○
Smart Kids' Gameclub	UFO	●●○
Solitaire Overload	Telegames	●●○
Sonic RPG*	Sega	●○○
Sonic Rush Adventure	Sega	●●●
Spanish for Everyone	Activision	●●○
Spelling Challenges and More!	Crave	●●●
Spider-Man: Friend or Foe	Activision	●●○
SpongeBob's Atlantis SquarePantis	THQ	●●○
Spy-Q	Eidos	●●○
Star Wars: The Force Unleashed	LucasArts	●○○
The Suite Life of Zack & Cody: Circle of Spies	Disney Int.	●●○
Thrillville: Off the Rails	LucasArts	●●○
Tiger Woods PGA Tour 08	Electronic Arts	●●●
Tony Hawk's Proving Ground	Activision	●●○
Touch Detective 2 1/2	Atlus	●●●
Ultimate Brain Games	Telegames	●●○
Ultimate Card Games	Telegames	●●○
Ultimate Mortal Kombat	Midway	●●○
Viva Piñata	Microsoft	●●○
Warhammer 40K: Squad Command	THQ	●●○
Wild Petz: Dolphinz	Ubisoft	●●○
Wild Petz: Tigerz	Ubisoft	●●○
The Wild West	Majesco	●●○
WordJong	Destineer	●●○
Worms: Open Warfare 2	THQ	●●●
WWE SmackDown vs. Raw 2008	THQ	●●○
Zoo Hospital	Majesco	●●○
Zoo Tycoon 2	THQ	●●○

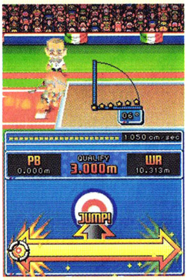
* Tentative title

BITS OF TID

Back on Track

The classic Track & Field series makes a DS comeback.

In Konami's New International Track & Field for DS, you'll be able to enjoy 24 athletic events like sprinting, archery, pole vaulting, and swimming with a touch-screen twist. Expect Wi-Fi competition and classic Konami cameos, including Sparkster and Pyramid Head. As of press time, the game has been officially announced only for Europe.



Wii Scores an Ace

2K Sports to serve acclaimed Top Spin Tennis on Wii.

For tennis fans seeking something a bit meatier than Wii Sports, 2K will bring its award-winning Top Spin series to Wii next spring. You'll utilize the nunchuk for player movement and aiming, while using the Wii remote, of course, to swing your racquet.

BALLS OF FURY™
GOOD
EVIL
Wii
NINTENDO DS
BALLS OF FURY
DSI GAMES
IN STORES NOW!

"Balls of Fury is a trademark and copyright of Focus Features LLC and Intrepid Pictures LLC. Licensed by Universal Studios Licensing LLLP. All Rights Reserved."

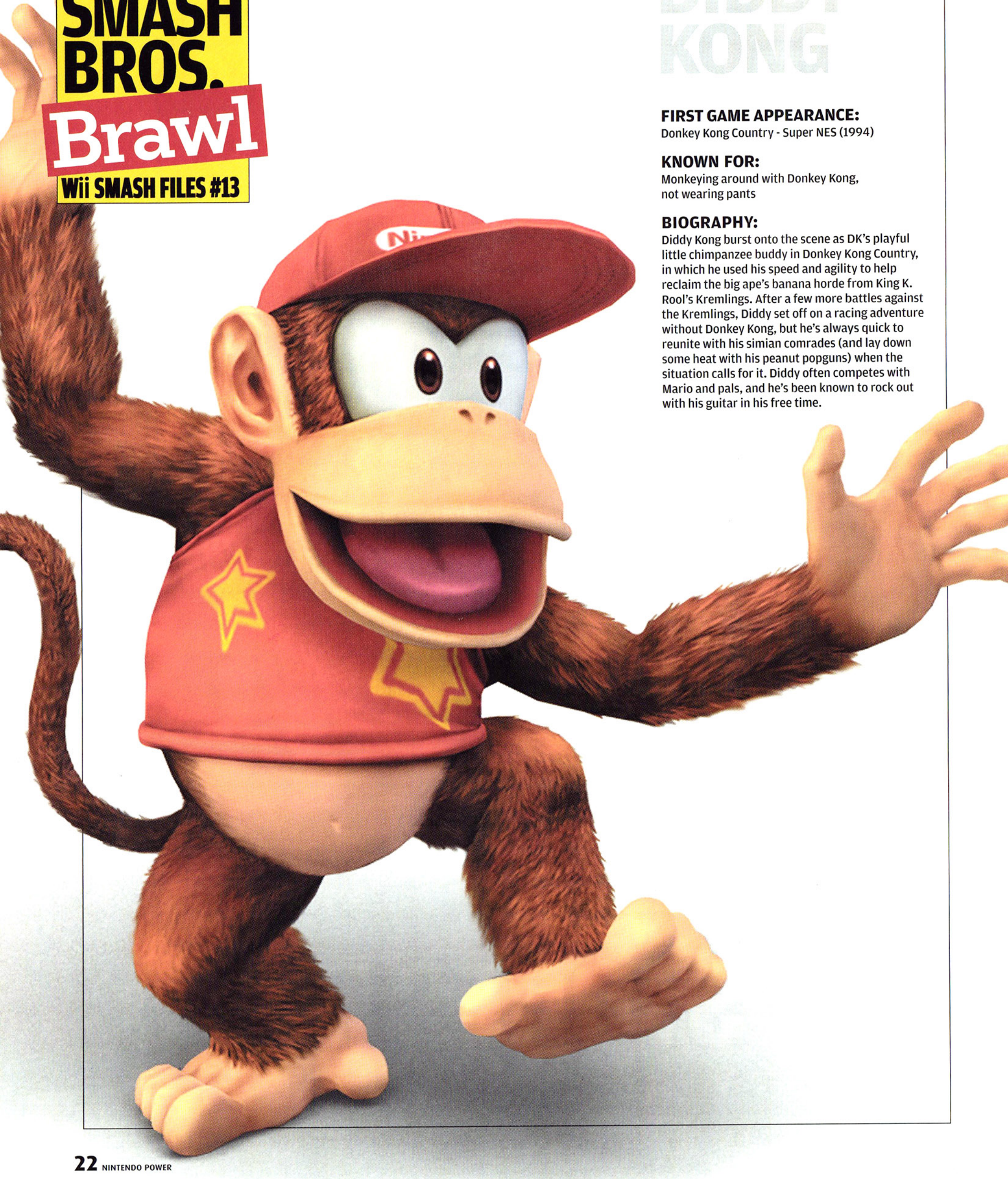
Nintendo, Wii, and Nintendo DS are trademarks of Nintendo. © 2006 Nintendo.

EVERYONE 10+ ENFANTS ET ADULTES 10+
Language
Mild Violence
Langage
Légère violence
ESRB CONTENT RATING
CLASSIFIÉ PAR L'ESRB
www.esrb.org

SUPER SMASH BROS. Brawl

Wii SMASH FILES #13

DIDDY KONG



FIRST GAME APPEARANCE:
Donkey Kong Country - Super NES (1994)

KNOWN FOR:
Monkeying around with Donkey Kong, not wearing pants

BIOGRAPHY:
Diddy Kong burst onto the scene as DK's playful little chimpanzee buddy in Donkey Kong Country, in which he used his speed and agility to help reclaim the big ape's banana horde from King K. Rool's Kremlings. After a few more battles against the Kremlings, Diddy set off on a racing adventure without Donkey Kong, but he's always quick to reunite with his simian comrades (and lay down some heat with his peanut popguns) when the situation calls for it. Diddy often competes with Mario and pals, and he's been known to rock out with his guitar in his free time.

SAY HELLO TO
YOUR NEW GUITAR.
Pick any pre-recorded chord
①
②
Strum the bar to play guitar! Play along to songs from Bob Marley, Bob Dylan and more!
NINTENDO DS
JAM SESSIONS
SING AND PLAY GUITAR
UBISOFT
EVERYONE 10+
E 10+
CONTENT RATED BY ESRB
NINTENDO DS
Plato
Music for All
UBISOFT

Mild Lyrics
Mild Suggestive
Themes

Jam Sessions is a proud supporter of Music for All

AVAILABLE NOW
www.myspace.com/jamsessions

© 2007 Plato. All Rights Reserved. Published and distributed by Ubisoft Entertainment under license from Plato. Video gamebased on "Sing & Play DS Guitar M-06," which is a trademark of Plato. Ubisoft, Ubi.com, and the Ubisoft logoare trademarks of Ubisoft Entertainment in the U.S. and/or other countries. TM, ® and Nintendo DS are trademarks of Nintendo. © 2004 Nintendo.

You can tell the holiday season is near with so many great games on the horizon.

Contra 4 Pg. 33
Dementium: The Ward Pg. 33
Dragon Blade: Wrath of Fire Pg. 35
Fire Emblem: Radiant Dawn Pg. 24
Guilty Gear XX Accent Core Pg. 29
Guitar Hero III: Legends of Rock Pg. 25
LEGO *Star Wars*: The Complete Saga Pg. 27
Mario & Sonic at the Olympic Games Pg. 28
Medal of Honor Heroes 2 Pg. 32
Napoleon Dynamite Pg. 35
Need for Speed ProStreet Pg. 34
NiGHTS: Journey of Dreams Pg. 31
Ninja Gaiden: Dragon Sword Pg. 27
Ontamarama Pg. 30
Resident Evil: The Umbrella Chronicles Pg. 26
Spider-Man: Friend or Foe Pg. 34
Thrillville: Off the Rails Pg. 30
Victorious Boxers: Revolution Pg. 32
Zack & Wiki: Quest for Barbaros' Treasure Pg. 28

A New Dawn

>FIRE EMBLEM: RADIANT DAWN

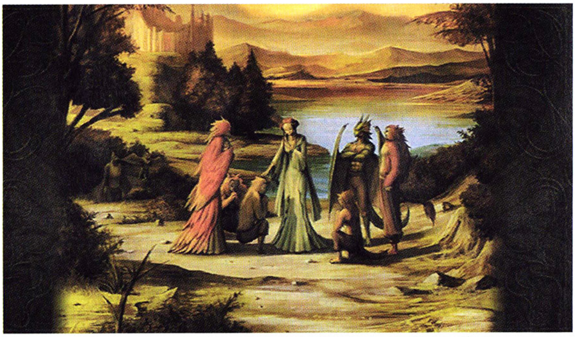
PLATFORM: Wii • PUBLISHER: NINTENDO
DEVELOPER: INTELLIGENT SYSTEMS
RELEASE: NOVEMBER 2007

With heavy hitters like Super Mario Galaxy and Super Smash Bros. Brawl soaking up all of the attention, Fire Emblem: Radiant Dawn has sort of flown under the radar. After spending some quality time with the North American version of the game, however, we're starting to get fired up for this less-hyped of Nintendo's holiday releases.

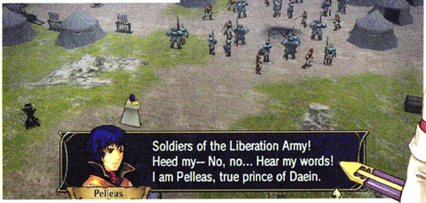
The latest installment in the long-running strategy franchise takes place three years after the events of Path of Radiance for GameCube. The nation of Daein, having lost the war with Crimea, now finds itself under a brutal occupation, its citizens driven into abject poverty and forced to work in labor camps. The game's first chapter centers around a young woman named Micaiah, who leads a group of resistance fighters known as the Dawn Brigade. As the four-part saga unfolds, however, you'll play a number of different protagonists, giving you divergent perspectives on the game's events. Characters who were once enemies will become allies, and vice versa. It's a tale steeped in political intrigue, and you'll be faced with some heartwrenching situations before it's all said and done.

Though the turn-based gameplay remains fundamentally unchanged from its predecessor, Radiant Dawn offers more of everything: new weapons, new skills, new spells, and two evolutions for each character class (previous games allowed for only one). Battle maps tend to be bigger, as well, and now feature varying elevations, adding another layer of strategic depth. Combatants are still lost to you forever should they fall on the battlefield, but a new midskirmish save function gives you a chance to rectify any lethal mistakes. Plus, series vets will be delighted to know that you can transfer your Path of Radiance save data to preserve any A-level support bonuses you've established between returning characters.

Nintendo has added 16:9 widescreen support to the North American version of Radiant Dawn, as well as new intermissions between chapters that help to flesh out the story. The game doesn't look markedly better than its GCN predecessor, nor does it feature any fancy-pants Wii remote functionality (you control everything via the Control Pad and buttons), but if you're in the market for some good ol'-fashioned turn-based strategy, this is definitely one to put on your wish list. —Steve T.

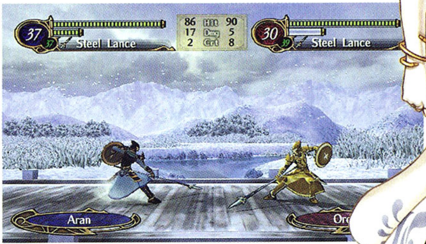


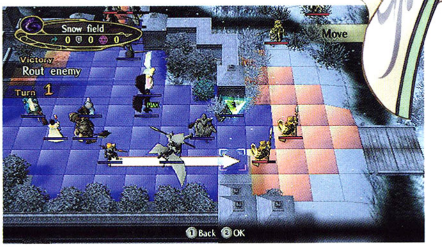
Allegiances change constantly in the world of Fire Emblem.

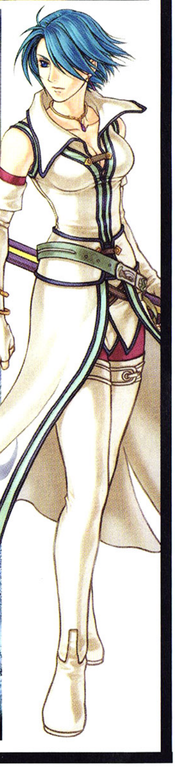


Pelleas

Soldiers of the Liberation Army!
Heed my-- No, no... Hear my words!
I am Pelleas, true prince of Daein.







Rock Out with Your Wii Out

>GUITAR HERO III: LEGENDS OF ROCK

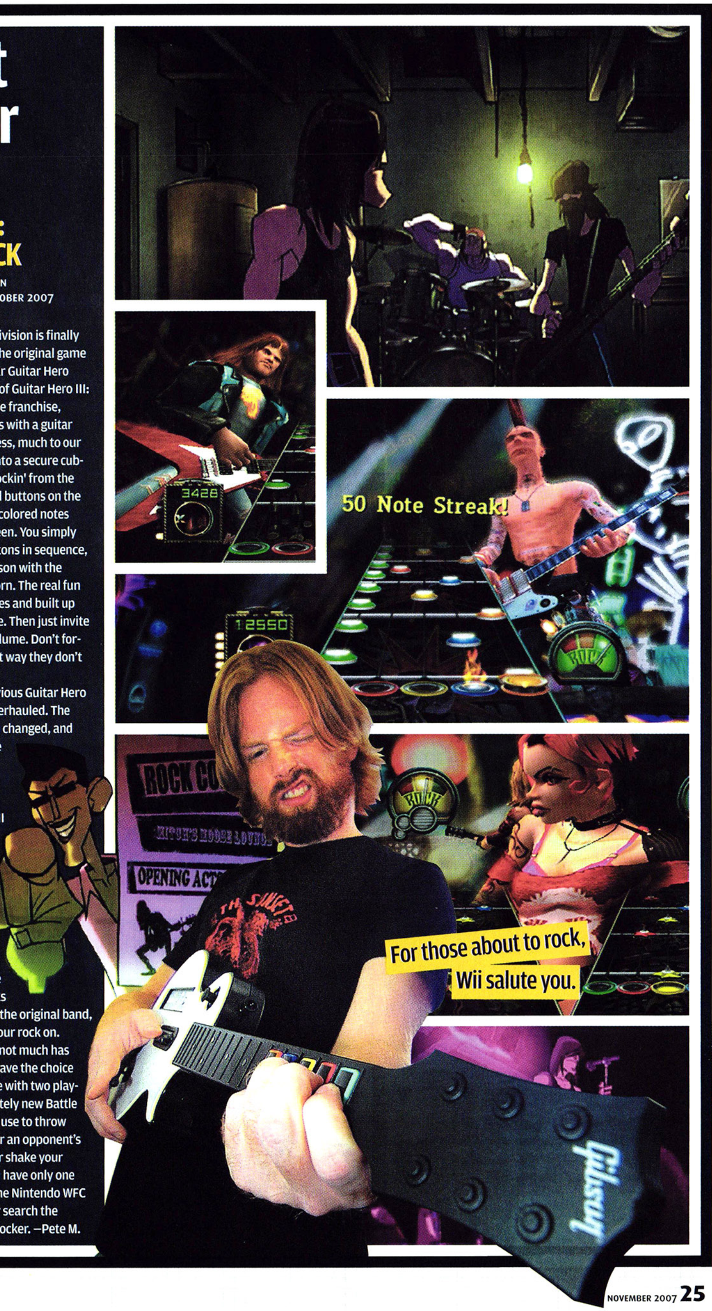
PLATFORM: Wii • PUBLISHER: Activision
DEVELOPER: Neversoft • RELEASE: October 2007

You've asked for it, and Activision is finally delivering; almost two years after the original game hit store shelves, the hugely popular Guitar Hero series is arriving on Wii in the form of Guitar Hero III: Legends of Rock. If you're new to the franchise, here's the rundown: The game ships with a guitar controller. (The Wii version is wireless, much to our delight; you plug your Wii remote into a secure cubbyhole in the guitar, and you'll be rockin' from the kitchen in no time.) The five colored buttons on the neck of the guitar correspond with colored notes scrolling from top to bottom onscreen. You simply select a song, press the correct buttons in sequence, and flick a strumming switch in unison with the notes; just like that, a rockstar is born. The real fun starts once you've played a few tunes and built up some street cred on your plastic axe. Then just invite some friends over and crank the volume. Don't forget to invite the neighbors too—that way they don't call the cops.

Legends of Rock is similar to previous Guitar Hero games, but the display has been overhauled. The score and star power graphics have changed, and 50-, 100-, and 200-note streaks are now announced while you riff.

In addition to a new developer (other games have come from Harmonix) and new hardware, GHIII offers a whole set list of totally new tracks, some of which have been notably missing from the series thus far: you can finally play along with Metallica's "One," Pearl Jam's "Even Flow," Beastie Boys' "Sabotage," and Smashing Pumpkins' "Cherub Rock," to name a few. Also, more of the music tracks than ever before are performed by the original band, making it that much easier to get your rock on.

If you're familiar with the series, not much has fundamentally changed. You now have the choice of playing through the Career mode with two players or trying your hand at a completely new Battle mode featuring power-ups you can use to throw off your rival's mojo. You can render an opponent's strings useless for a few seconds, or shake your adversary's fret board wildly. If you have only one guitar, worry not—just connect to the Nintendo WFC to challenge friend and foe alike, or search the leaderboards to see who's the top rocker. —Pete M.



For those about to rock, Wii salute you.

Shoot up Memory Lane

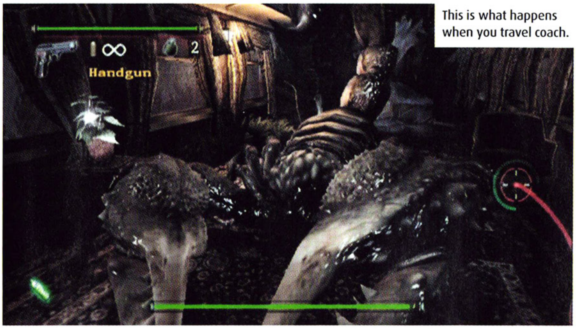
>RESIDENT EVIL: THE UMBRELLA CHRONICLES

PLATFORM: Wii • PUBLISHER: CAPCOM
DEVELOPER: CAPCOM • RELEASE: NOVEMBER 2007

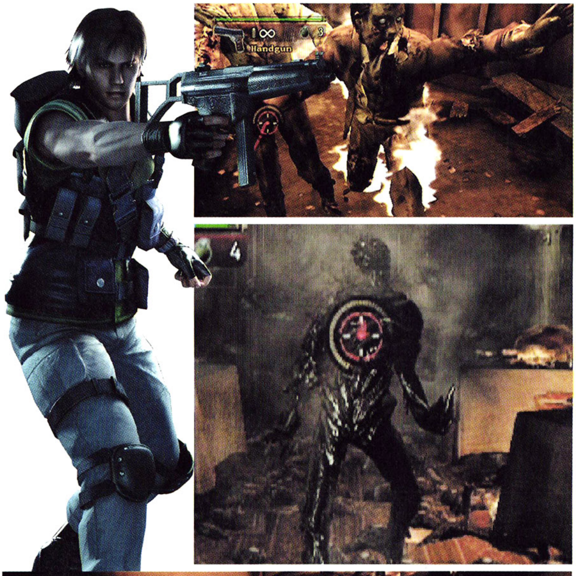
Think of Umbrella Chronicles as the Cliffs Notes to the early chapters of the Resident Evil series, neatly summarizing the storylines and cutting out all the parts that don't involve shooting the crap out of zombies, mutated beasts, and furniture. As a light-gun game, you certainly couldn't ask for much more—there are several lengthy scenarios per chapter, starting with Resident Evil Zero's train derailment, moving on to Chris and Jill's deadly mansion foray from the original title, and continuing with the harrowing escape from Raccoon City chronicled in Resident Evils 2 and 3. (Strangely, that scenario is told solely through the eyes of RE3 heroes Jill and Carlos; perhaps RE2's Leon Kennedy is too much of a big shot to share top billing at this point.) Along the way you and a friend will get a chance to put a few thousand more bullets into each game's trademark enemies, re-enact several memorable boss fights, and cringe anew at the heroes' legendarily campy one-liners. The capper is an entirely original scenario set in Umbrella's stronghold that promises to reveal some of the secrets behind the villainous Wesker.

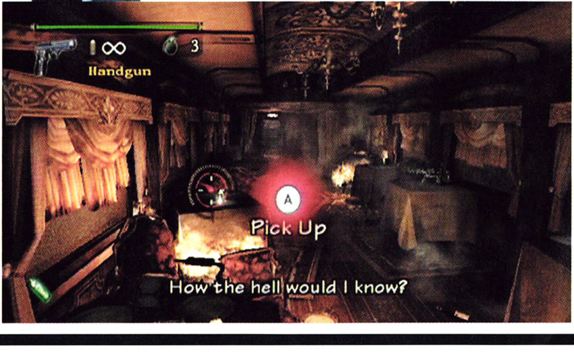
Umbrella Chronicles adds a few unexpected elements to the usual on-rails light-gun formula, including the abilities to throw grenades, swing a knife with a slash of the Wii remote, and adjust the camera slightly to look in any direction. The environments are impressively destructible—item hunters can blast boxes, vases, and even furniture to bits in search of recovery herbs, ammo, and Umbrella Corporation evidence files. (Perhaps this explains why the fine officers of S.T.A.R.S. haven't yet been able to bring down Umbrella—incriminating files collected by pumping six shotgun shells into a desk probably aren't admissible in court.)

Light-gun games have always made for short-lived diversions, but with its wealth of scenarios and even a few branching paths, this one looks to provide a more substantial experience than most. It also features a weapon-customization system that allows you to spend points earned for completing scenarios to permanently boost the stats of your secondary weapons (so if you raise that shotgun to level 3, it will be a level-3 shotgun for any character in any scenario). You'll need those boosts, too; Umbrella Chronicles is quite a challenge, and with a full decade of Resident Evil history to blast through, you won't be running out of targets anytime soon. —CASEY L.



This is what happens when you travel coach.





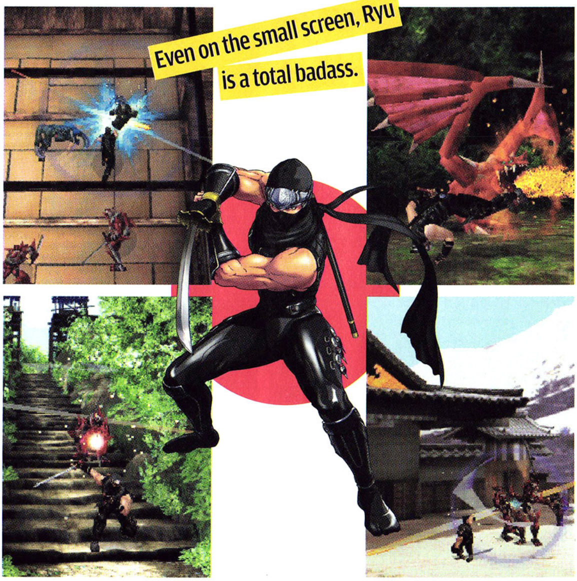
Deadly Touch

>NINJA GAIDEN: DRAGON SWORD

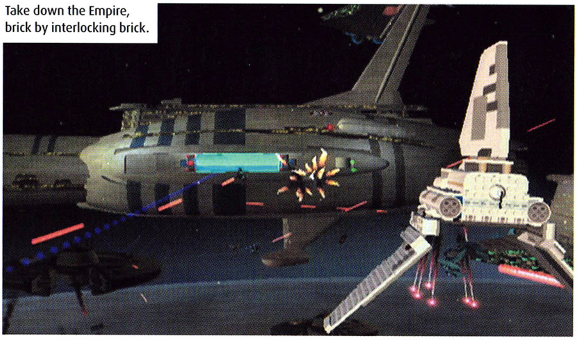
PLATFORM: DS • PUBLISHER: TECMO
DEVELOPER: TEAM NINJA • RELEASE: WINTER 2007

On the surface, a Ninja Gaiden controlled exclusively via the stylus sounds like a terrible idea. This is a franchise, after all, that prides itself on being the hardest of the hard-core. But the folks at Team Ninja are living up to their name with a masterfully crafted control scheme that does the series remarkable justice. It takes all of about two minutes to get acclimated before you're tossing shuriken, dashing across the screen, and slashing enemies with the artful style befitting a master ninja. The visuals are equally impressive, mixing gorgeous prerendered environments with polygonal character models (including some massive bosses).

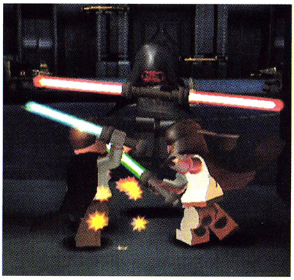
It sounds clichéd, but in this case, playing really is believing. Fortunately, you'll be able to get your hands on a Dragon Sword demo via in-store download stations later this year. —STEVE T.

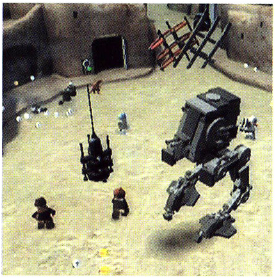


Even on the small screen, Ryu is a total badass.



Take down the Empire, brick by interlocking brick.





LEGO Legacy

>LEGO *STAR WARS*: THE COMPLETE SAGA

PLATFORM: Wii (ALSO ON DS) • PUBLISHER: LUCASARTS
DEVELOPER: TRAVELLER'S TALES • RELEASE: NOVEMBER 2007

We thought we'd already seen most of The Complete Saga when LEGO *Star Wars* and LEGO *Star Wars* II: The Original Trilogy came out on GameCube. But once we saw all of the new content, as well as got a feel for what the Wii remote could bring to the series, we got a lot more interested. The Complete Saga includes new areas and missions, as well as Wii-remote-centric minigames. In addition, the developers have included additional *Star Wars* characters, bringing the total up to 120 playable LEGO figures.

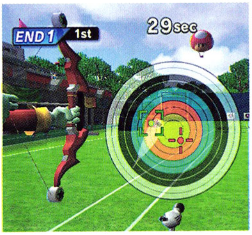
Gesturing with the Wii remote isn't simply cosmetic—it adds strategic gameplay elements, too. As the developers are quick to point out, The Complete Saga is the first game in which you get to use the Wii remote as a light saber, something *Star Wars* fans have been dying for; you swing the Wii remote back and forth to knock down enemies, and you can perform a powerful melee move by double-jumping, then jerking the controller to slam down on a foe. And when you're building something within the game, you can accelerate the process by shaking the remote and nunchuk vigorously, shaving off precious seconds in the heat of battle. —CHRIS S.

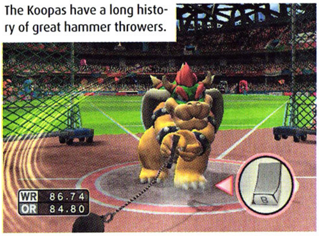
May the Best Mascot Win

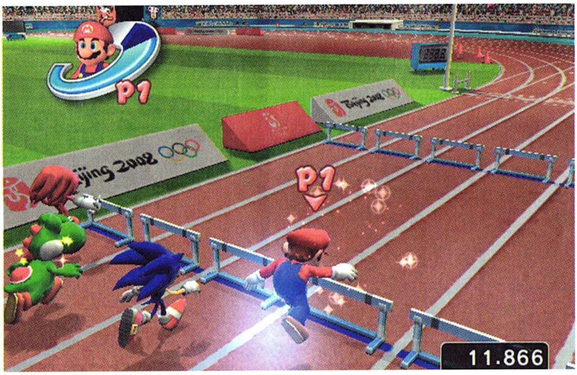
>MARIO & SONIC AT THE OLYMPIC GAMES

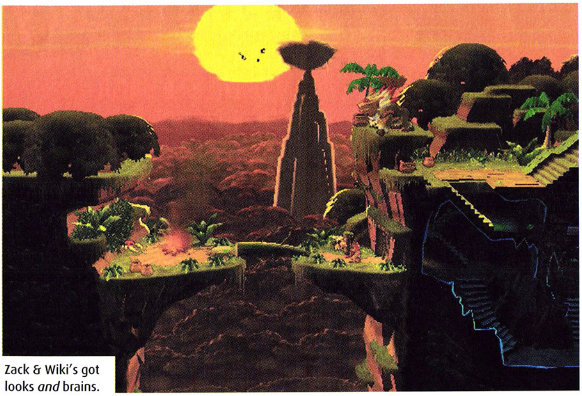
PLATFORM: Wii (ALSO ON DS) • PUBLISHER: SEGA
DEVELOPER: SEGA • RELEASE: NOVEMBER 2007

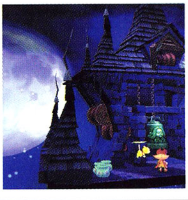
Mario and Sonic continue training for their historic showdown coming this November, when hedgehog and plumber will face off in more than 20 events, including the recently revealed hurdles and archery competitions. The former involves pumping the Wii remote and nunchuk to run and pressing the B Button to jump. Archery is a bit more intriguing; you press the A and B Buttons at the same time as if you were grasping an arrow, then pull back on the Wii remote as you hold the nunchuk in front of you. Once you've lined up the shot (making sure to take the wind into account), you release the buttons to let your arrow fly (complete with "thwip" sound from the Wii remote's speaker). Because each of the famed competitors has different strengths and weaknesses, some of them are inherently better at certain events than others (though Sega promises that such advantages won't be so large as to be insurmountable). —STEVE T.




The Koopas have a long history of great hammer throwers.




Zack & Wiki's got looks *and* brains.



Booty Call

>ZACK & WIKI: QUEST FOR BARBAROS' TREASURE

PLATFORM: Wii • PUBLISHER: CAPCOM
DEVELOPER: CAPCOM • RELEASE: OCTOBER 2007

If Zack & Wiki's colorful graphics colorful graphics and supercute characters have you thinking it'll be another toothless kid's game, think again—after only a few simple training puzzles, the game transforms from a brain-tickler to a brain-pummeler, offering large areas full of critters and contraptions that must be combined in imaginatively twisted ways to unlock each stage's booby-trapped treasures.

The catch-22 of puzzle games is that if they're tough enough to be rewarding, they're tough enough to be frustrating. But a newly unveiled system in Zack & Wiki solves that problem by allowing players to spend their loot on one-shot items that can provide a hint when you're stuck or reverse an action that had fatal consequences. With those backup systems in place, the developers were free to get a little bit sadistic with the puzzles and traps, and we're loving the results. —CASEY L.

Guilt Trip

>GUILTY GEAR XX ACCENT CORE

PLATFORM: Wii • PUBLISHER: Aksys Games
DEVELOPER: Arc System Works
RELEASE: October 2007

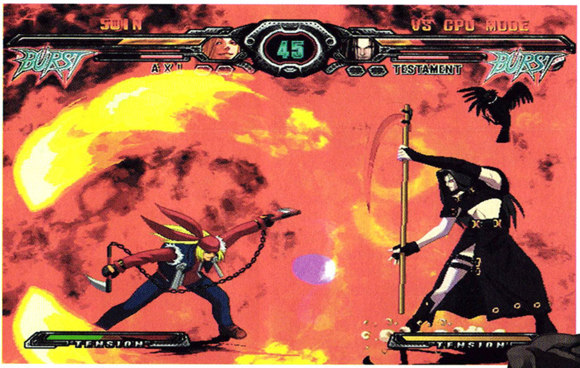
With its precision gameplay, gorgeous hand-drawn graphics, rockin' soundtrack, heavy-metal-inspired cast of characters, and plethora of special techniques, the Guilty Gear series has been one of the top 2-D fighting franchises around since it battled its way onto the scene in the late '90s. The series' latest refinement—Guilty Gear XX Accent Core—is making its way to Wii, and in addition to all the nuanced technique that hard-core fans have come to appreciate, this edition adds instantly gratifying motion-based controls to the game, insuring that anyone can jump in and start having a blast.

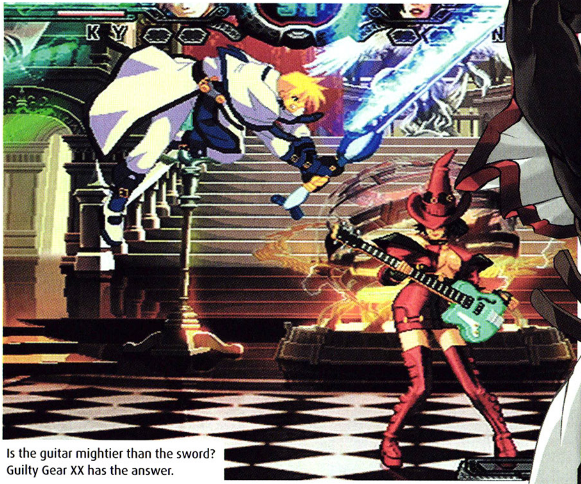
Purists needn't worry; if you like your one-on-one fighting the traditional way, you can use a GameCube or Classic controller to execute strikes, aerial-combo-inducing Dust attacks, and special moves the way they were originally intended. If you want to get your waggle on, however, you can move the nunchuk to execute punches and kicks, and the Wii remote to activate slashes and heavy slashes. By holding down the C or Z Button and moving the remote or nunchuk, you can unleash preprogrammed character-specific special moves, and by motioning while holding other button combinations, you can trigger devastating Force Break or Overdrive super attacks.

And that's just for starters. By using your Tension Gauge (a meter that fills up as you attack or suffer injuries), you can take advantage of advanced abilities like Faultless Defense (a blocking maneuver that prevents you from taking any damage), Roman Cancels (which interrupt your character's animation to chain combos together), and instant kills (which, as the name implies, immediately defeat a foe with a visually spectacular finisher, but at the risk of losing your entire Tension Gauge). Additionally, your Burst Gauge allows you to knock adversaries back with an invincible Psych Burst defensive technique.

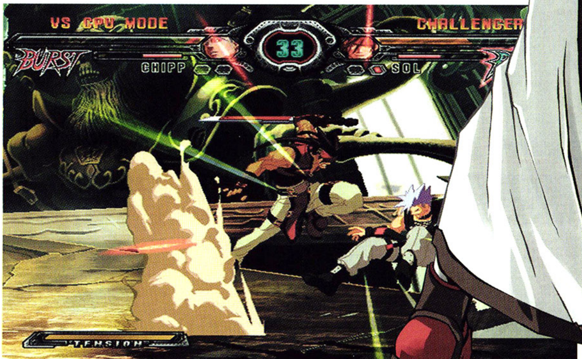
That might seem like a lot to handle, but don't worry—Accent Core offers plenty of ways to hone your skills. Arcade and versus modes let you fight the CPU or your friends, respectively, while survival and Medal of Millionaire modes pit you against increasingly difficult series of foes. A deep training mode even lets you record and replay your character's actions.

Accent Core's variety comes from more than just game modes. Twenty-plus characters (including protagonist Sol Badguy, the vampiric Slayer, and guitar-wielding witch I-No) are at your disposal, and the battles will take you around the globe and beyond, from Paris to China to Hell itself. Versus fighting games might not be as popular as they once were, but judging by what we've seen of Guilty Gear XX Accent Core, the genre can still pack a punch. —Chris H.





Is the guitar mightier than the sword? Guilty Gear XX has the answer.

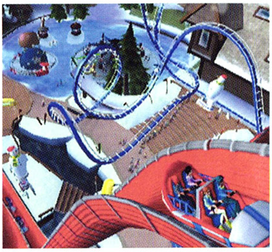


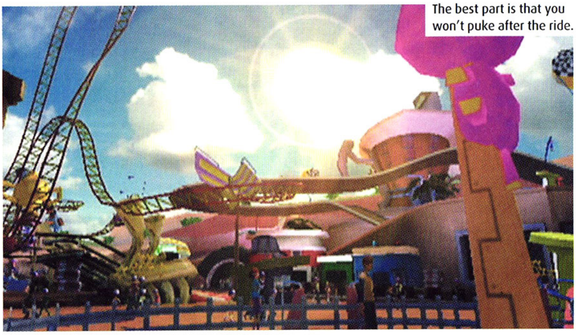
On the Right Track

>THRILLVILLE: OFF THE RAILS

PLATFORM: Wii, DS • PUBLISHER: LucasArts
DEVELOPER: Frontier Developments (Wii), DC Studios (DS) • RELEASE: October 2007

An entire theme park—five of them, actually—is yours to control in Thrillville: Off the Rails. In the Wii version of the game, you build and decorate the attractions, interact with the guests, hire the personnel, maintain the grounds, set the prices, and more—but most importantly, you get to actually ride or play any attraction you put in your park. Roller coasters are the centerpieces of any good amusement park, and you have full control over them in Thrillville; you can choose from several themes (including traditional wood coasters, mine-cart coasters, and water-based log rides), then design towering coasters by simply tilting and twisting the Wii remote and nunchuk to lay out the track. You can even add advanced pieces like loops, breakaway walls, and elevator drops. Dozens of other attractions await, such as minigolf, robot boxing, and arcade-style games like Tank Frenzy (a top-down tank shooter) and Bandito Chinchilla (a side-scrolling beat-'em-up). LucasArts also has a DS version of Thrillville on the way, which features the same premise as its Wii counterpart, but with touch-screen controls and seven DS-exclusive minigames added in. —Chris H.

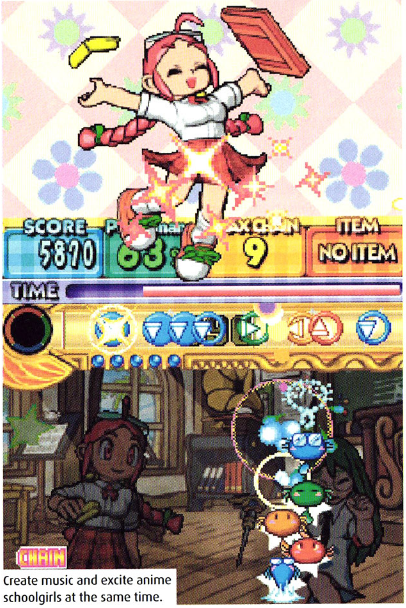




The best part is that you won't puke after the ride.

Perform
MAX CHAIN
4
1

Perfo
CHAIN
45%
11



Create music and excite anime schoolgirls at the same time.

A Sym-fun-y

>ONTAMARAMA

PLATFORM: DS • PUBLISHER: Atlus
DEVELOPER: Noise Factory
RELEASE: October 2007

Ontamaestros—people who excel at Atlus's quirky action/music game Ontamarama for DS—may prove to be one of the most exclusive clubs in the world. That's not to say this bright, bouncy DS title isn't fun, but rather that its quirkiness may keep it in the shadows, where quality niche games are often discovered by only a few dedicated fans. If you're clever enough to get it, you'll soon find yourself tapping little critters known as Ontama with your stylus, thus filling a musical note that scrolls toward a hole called the clef. When the note reaches the clef, you need to push the Control Pad in the direction indicated by the note's arrow to play it. There are four colors of Ontama and notes, plus special Ontama, some with good and some with bad qualities. You can also draw a circle around any number of like-colored Ontama to clear them all, and the Breath command requires you to blow into the microphone to clear all colors of Ontama from the screen. Combine all this action with lively techno songs, bold anime-inspired graphics, a nutty plot about a guy named Blast who's kidnapping Ontama, multiple levels of difficulty, and a shop in which to purchase useful items, and you've got a symphony of DS fun. —Scott P.

Dream Escapes

>NiGHTS: JOURNEY OF DREAMS

PLATFORM: Wii • PUBLISHER: SEGA
DEVELOPER: SEGA • RELEASE: DECEMBER 2007

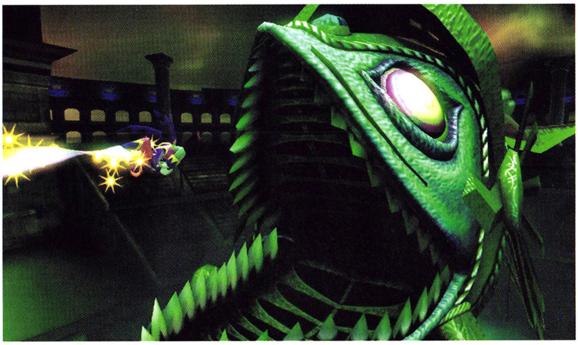
Sega has finally pulled back the curtain a little more on NiGHTS: Journey of Dreams, revealing a new stage as well as detailing some of the backstory for the game's two new characters, giving us an excuse to cover the high-flying adventure yet again. (Can you tell we're looking forward to this one?)

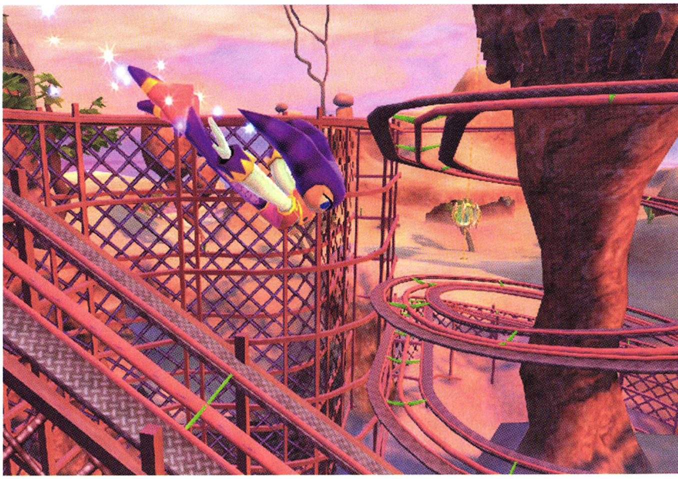
Both of the game's young protagonists—Will Taylor and Helen Cartwright—live in the city of Bellbridge, and have recently been experiencing nightmares stemming from changes in their family lives. Will's father, who every day after work would come home and practice soccer with his son, was recently transferred to a different city by his employer, leaving Will feeling very alone. Similarly, Helen was once very close with her mother, but as she's grown up and begun spending more time with her friends, she and her mother have drifted apart, leaving Helen with subconscious feelings of guilt. One night, a warm light appears in both children's dreams, banishing their nightmares and beckoning them to the idyllic world of Nightopia. There they meet a mysterious flying jester named NiGHTS, and thus begin a whimsical journey that has you soaring, swooping, and performing all manner of aerial acrobatics through seven themed dreamscapes.

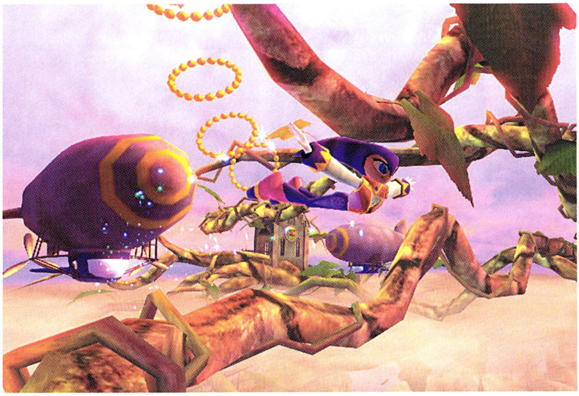
According to Sega, the new desert stage pictured here represents Will's feelings of solitude. The amusement park buried in the sand reflects happy memories of Will's father, and the giant beanstalk that rises through the clouds serves as "a subconscious symbol of Will's inner desire to grow up and escape the desolation he feels." It's all in step with the psychology of Carl Jung, upon which the stage designs are based. Things get even more surreal from there, however. By touching TV sets floating throughout the area, you can transform the entire level into a lush oasis filled with rings and other helpful items. If you miss one of the televisions, though, the level will eventually revert back to a desert, where sinister Nightmarens attack en masse. As the setting changes, so does NiGHTS' flight path through the level.

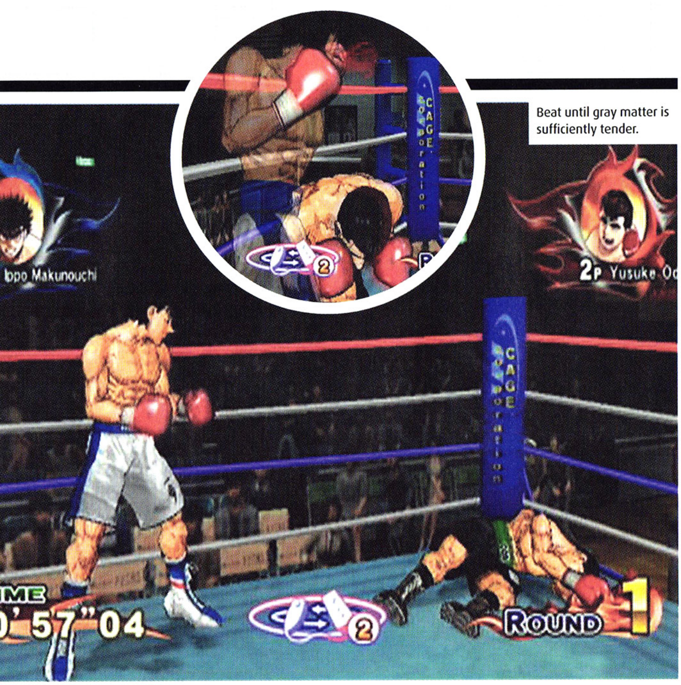
At the end of the stage, you'll encounter a giant fish named Girania. As the boss leaps out of the water and tries to devour our heroic jester, you must loop around it, causing the fish to explode into dozens of tiny particles. You must then loop around as many of the particles as you can before they come together and reconstruct your foe.

The more we see of Journey of Dreams, the more optimistic we are it will recapture the magic that made its Sega Saturn predecessor a cult favorite. We'll see if that dream comes true this December.
—STEVE T.









Beat until gray matter is sufficiently tender.

Manga on the Canvas

>VICTORIOUS BOXERS: REVOLUTION

PLATFORM: Wii • PUBLISHER: Xseed Games
DEVELOPER: Grand Prix • RELEASE: Fall 2007

The subset of American anime/manga fans who are also boxing fans probably wouldn't fill a minivan, but Xseed Games hopes a manga-inspired fighting title for Wii will deliver a KO to the US video game market. Victorious Boxers: Revolution is based on *Hajime no Ippo* ("The First Step"), a popular manga that follows the journey of Ippo Makunouchi from scrawny wuss to featherweight boxing champion. You can follow a portion of that journey yourself in the game's story mode—which bookends pre-determined opponent battles with melodramatic cinema sequences—or grab a friend, pick two boxers, and start smacking each other around. The game offers multiple control schemes—including non-motion-based methods using a GameCube controller or a Classic controller, but most gamers will probably opt for a motion-controlled system similar to that used in Wii Sports Boxing (in which the boxer you control is semitransparent). Unlike Wii Sports, however, Victorious Boxers is a heavyweight in the features department: it boasts deep gameplay and an arsenal of special attacks to keep the bouts interesting. —Drew W.

Crowded Beach

>MEDAL OF HONOR HEROES 2

PLATFORM: Wii • PUBLISHER: Electronic Arts
DEVELOPER: EA Los Angeles • RELEASE: Fall 2007

Normandy is hardly new ground for the Medal of Honor franchise. Both the film that inspired it (*Saving Private Ryan*) and Medal of Honor Frontline kicked off with the D-Day invasion on Omaha Beach. Matt Tomporowski, the producer of Medal of Honor Heroes 2 (which revisits the invasion) calls June 6, 1944 the "point that turned the tide of WWII in the Allies' favor . . . a carefully orchestrated and an amazing work of strategy." So it deserves another look, this time through the eyes of Office of Strategic Services (OSS) operative Lt. John Berg, who spends D-Day and the days following it carrying out secret missions behind enemy lines. The gesture-based gameplay and support for the Wii Zapper make pumping a shotgun and firing a bazooka (with the Zapper on your shoulder and the remote's speaker near your ear) immersive activities. In addition to a single-player campaign, the game offers online deathmatch and team-play sessions for as many as 32 participants. Stat tracking and leaderboards show where you stand among the Medal of Honor elite.—George S.

Time to start exercising your throwing arm.

Scared Sick

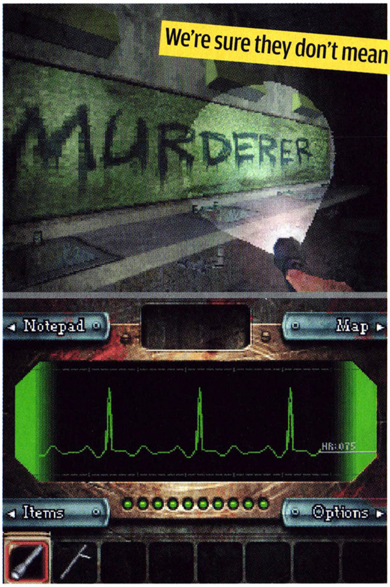
>DEMENTIUM: THE WARD

PLATFORM: **DS** • PUBLISHER: **GAMECOCK**
DEVELOPER: **RENEGADE KID** • RELEASE: **OCTOBER 2007**

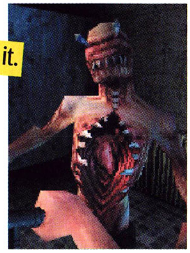
From fledgling publisher Gamecock Media, Dementium: The Ward is a mature first-person survival-horror title and a real graphical jaw-dropper. With extraordinary 3-D environments and great visual effects, Dementium takes graphics on the DS to a level previously unimagined.

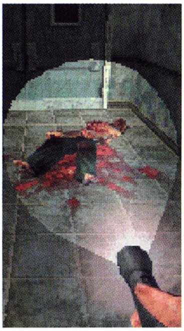
The story begins with you alone in a hospital room. Looking around via the touch-screen camera, you can see that the place has been ransacked—doors are unhinged, the lights are flickering, and there's graffiti everywhere. After stumbling in the darkness for a while, you come across a flashlight, at which point you realize just how awesome the visuals in Dementium are—the flashlight illuminates the objects in its line of sight, and all of a sudden you can see your surroundings in sickening detail.

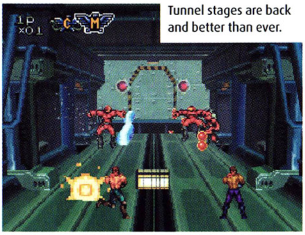
You soon learn that you're not the only lunatic in the asylum—monsters of all kinds begin sizing you up for their next meal. You'll get a host of weapons to help abate the onslaught—at first a nightstick, then more-deadly weapons as you continue to search for a way out of this nightmare. You can quickly swap the item you have equipped via icons on the touch screen. Dementium isn't just an action title, though—you'll need to search for clues and items such as keycards to help you make it out alive.—CHRIS S.



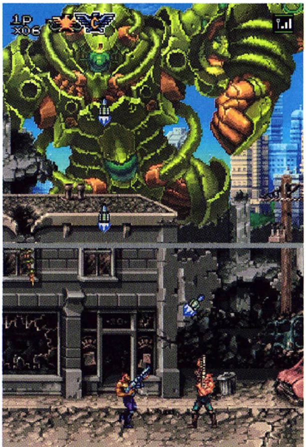
We're sure they don't mean it.

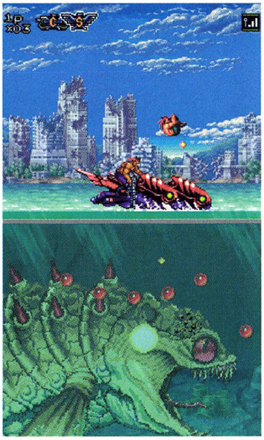


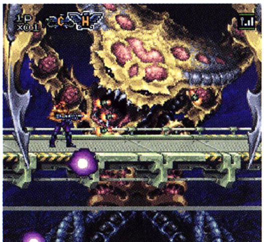




Tunnel stages are back and better than ever.







Hard-Core Heaven

>CONTRA 4

PLATFORM: **DS** • PUBLISHER: **KONAMI**
DEVELOPER: **WAYFORWARD** • RELEASE: **NOVEMBER 2007**

Brain training? Puppies? Yeah, the DS is good for that. But if you're a grizzled video game veteran, Konami's got what you really need: ferocious co-op action, alien invasions, huge explosions, and lots of stuff to shoot. Contra 4 keeps looking better every time we see it, and even though American developer WayForward is at the helm, the game feels like true Contra in every way imaginable. The side-scrolling shoot-'em-up action offers nonstop thrills, complete with power-ups such as the laser, flamethrower, and spread gun (and now you can grab two of any weapon to further increase your firepower), and giant, screen-filling bosses—including variations on some Contra favorites. The conflict rages from a hazard-filled jungle to the heart of Black Viper's lair; along the way you'll endure some incredible encounters, including a jet-ski battle against aquatic foes and a fight for survival atop a giant airborne rocket. The classic tunnel stages from the original Contra are back as well, but rendered in full 3-D. If that sounds too intense, don't worry—there's always the puppies.—CHRIS H.

Damaged Good

>NEED FOR SPEED PROSTREET

PLATFORM: Wii • PUBLISHER: Electronic Arts
DEVELOPER: EA Blackbox • RELEASE: November 2007

There was a time when Need for Speed's cars stayed intact, no matter how many guardrails and competitors they slammed into. But the latest entry in EA's long-standing series shows just how much you've abused your vehicle—bent body parts result from your scrapes and collisions. The game, which expands on Need for Speed Carbon's street-culture scheme (with a global twist), also reflects the attention that you've lavished on your vehicle with its advanced Autosculpt feature, showing you how the car's performance will improve as you customize. You don't have to be a racing-game expert to give ProStreet a spin. Three levels of control assists, such as an option for a single-button gas and brake, allow players of all skill levels to compete. Another control innovation comes in the overhauled Drag mode, in which you gesture with the Wii remote to change gears. Also in the offing is the new Speed Challenge, a test of tight control and redline acceleration. A single mistake will let you see just how realistic the vehicle damage effects have become. —George S.

Customize your ride, then try not to wreck it.

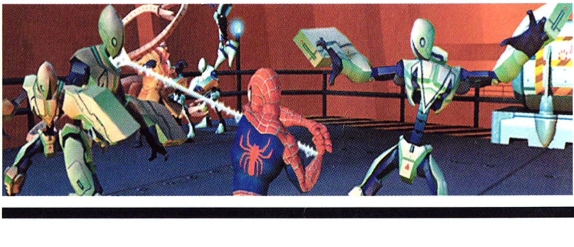
Web Design

>SPIDER-MAN: FRIEND OR FOE

PLATFORM: Wii (also on DS) • PUBLISHER: Activision
DEVELOPER: Next Level Games • RELEASE: Fall 2007

When a meteor breaks up in Earth's atmosphere and sends shards bearing alien beings called Phantoms to six locations around the globe, it's not long before Spider-Man is recruited to save the world. Spider-Man: Friend or Foe for Wii begins in a secret mobile base, where Spidey chooses a companion and heads off to find the meteor shards . Although you'll team up with a character at the beginning of a mission, you'll encounter additional characters that may be swayed into joining the cause. The action is pure 3-D brawler with an obvious co-op component—a second player can join in at any time—and single players can switch between the two fighters for added variety or if one character has low health. You'll battle Phantoms using fisticuffs, web-weapon tactics, and special attacks and combos for the supporting cast, and each shard location hosts several boss encounters with franchise foes such as Doc Ock. Wii motion controls (both the remote and nunchuk are used) add a visceral connection to the melee action as you grapple a baddy and swing him around, then release him into a group of attackers. You can even upgrade Spidey's web abilities and various attributes of other characters back at the Helicarrier using tokens you win during battle, plus you can buy items such as Health Regeneration, Mega-Damage, and Invincibility. A DS version of the game is also scheduled to be released this fall. —Scott P.

Hold his head, Doc, and I'll kick his ugly alien face!

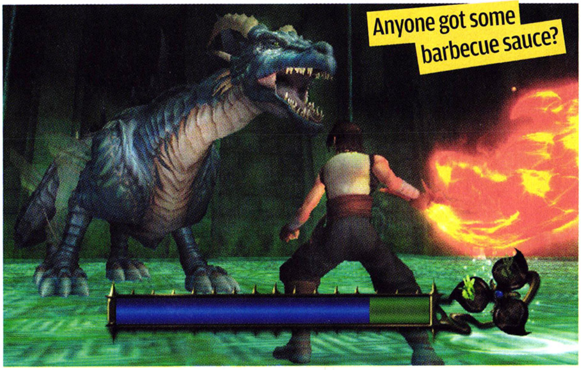


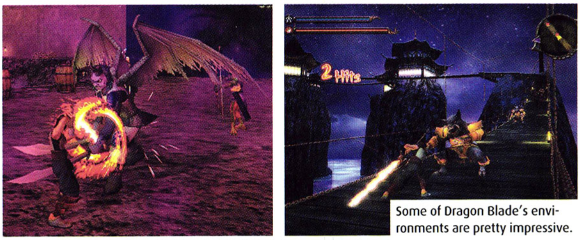
Fight Fire with Fire

>DRAGON BLADE: WRATH OF FIRE

PLATFORM: Wii • PUBLISHER: D3PA
DEVELOPER: LAND HO! • RELEASE: SEPTEMBER 2007

Sometimes it's fun just to beat the everlovin' crap out of bad guys. That's the assertion upon which Dragon Blade: Wrath of Fire is built. This Wii-exclusive hack-'n'-slash doesn't waste any time on such frivolities as platforming or puzzle-solving; it's all about putting a beatdown on one ill-intentioned horde after another. The game takes place in a world terrorized by malevolent dragons, and you're tasked with putting an end to their tyrannical reign by wielding the Dragon Blade, a magical sword that itself contains the soul of a dragon. As you collect pieces of the blade, you can manifest its power in four different forms—from a flaming whip to a giant fist—each with its own unique qualities and special moves. Attacks are all gesture-based; you'll thrust the remote and nunchuk downward to perform an earthshaking ground pound, for example, or lift the controller overhead to unleash a volley of fireballs. Transforming your blade requires a simple press of the Control Pad, allowing you to switch forms mid-attack for some impressive combos. At the end of each stage, you'll face off with one of the colossal dragons for a duel that puts your mastery of the blade to the ultimate test. —STEVE T.


Anyone got some barbecue sauce?

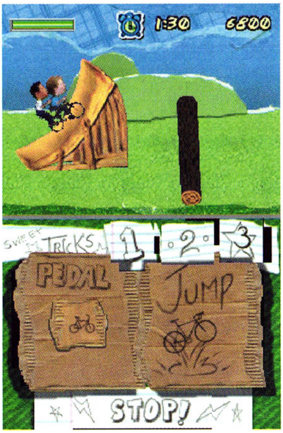


Some of Dragon Blade's environments are pretty impressive.

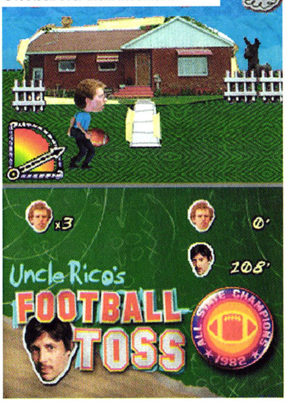
Gosh!

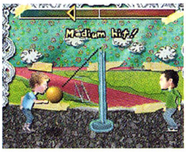
>NAPOLEON DYNAMITE

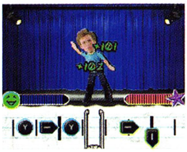
PLATFORM: DS • PUBLISHER: CRAVE
DEVELOPER: 7 STUDIOS • RELEASE: OCTOBER 2007



How much you want to bet I can throw a football over them mountains?





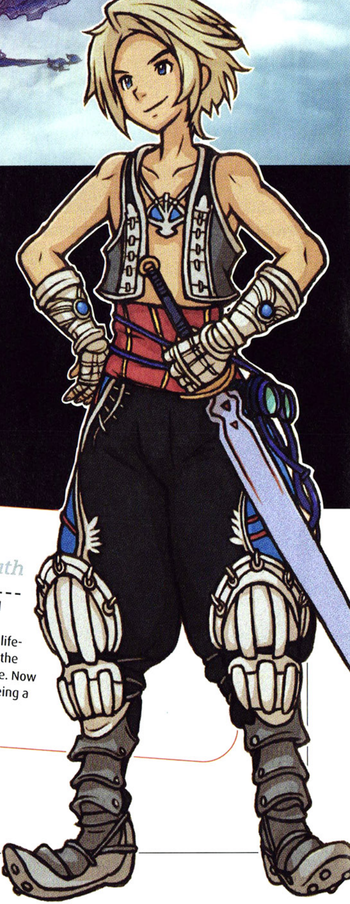


Before you chalk this one up to another terrible game with a movie license, please consider the following: This was pretty much the best movie of all time. And since there still is no talk of a movie sequel, the good people at Crave decided that we should take a nostalgic trip back to Preston, Idaho, and check in on how everyone's favorite curly-haired, moon-boot-wearin' dancer and his gang of merry men are doing. The answer? Pretty much the same as before, but of course you already knew that. Tina still needs to be fed, Kip and Uncle Rico are still up to their terrible money-making schemes, and Napoleon is still convinced that he indeed does have sweet bo-staff skills. All of these adventures and more are brought to life via a variety of touch-screen minigames; you'll be asked to throw a football farther than Uncle Rico can, break open a piñata for Pedro, or protect your cousins from wolverines on an Alaskan hunting trip. Unless you're some kind of freakin' idiot, you'll be picking up Napoleon Dynamite for your DS this fall, at which point all of your wildest dreams will come true. —PETE M.

THE SKY'S THE LIMIT

The crew of Square Enix's role-playing epic soars to new heights in FINAL FANTASY XII: Revenant Wings, exclusively for DS. By Chris Hoffman

Last year Final Fantasy XII transported players to the world of Ivalice for a sweeping wartime tale of betrayal, revenge, liberation, and freedom. This December the adventure continues. Revenant Wings picks up one year after its predecessor left off, but adds plenty of new elements to create a game that's distinctly its own.



Vaan (age: 18)
sky pirate youth

An orphan from the royal city of Rabanastre, Vaan found the adventure of a lifetime by rebelling against the invading Archadian Empire. Now he's living his dream of being a sky pirate.

© 2007 Square Enix Co., Ltd.

A Fantasy Takes Flight

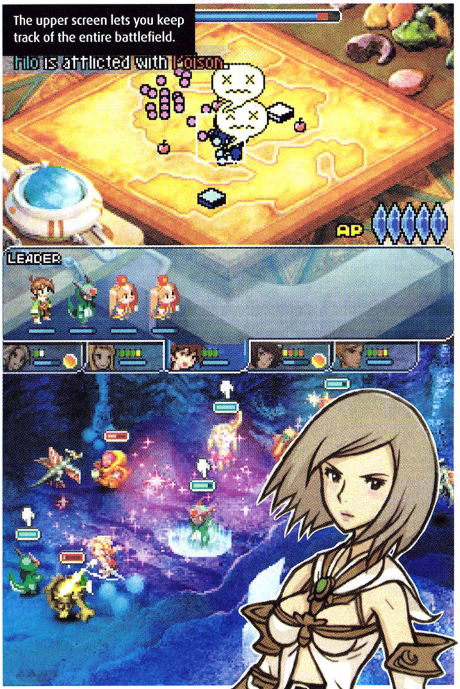
In the original Final Fantasy XII on PS2, youthfully exuberant Vaan and his friend Penelo joined forces with deposed princess Ashe, honor-stripped soldier Basch, and benevolent sky pirates Balthier and Fran to stop the violent ambitions of the invading Archadian Empire. The quest was grand, the characters unforgettable. By the time the credits rolled, Ivalice was again at peace, Ashe had taken her rightful place as the queen of the land of Dalmasca, and Vaan (with Penelo at his side) was on his way to becoming a do-gooding sky pirate himself.

> **"Each installment of the Final Fantasy series features an innovative battle system, and Revenant Wings is no exception."**
> —**Motomu Toriyama, director**

During FFXII's ending, Vaan received a letter from Balthier inviting him to the Glabados ruins—and it's there that Final Fantasy XII: Revenant Wings takes flight. At the ruins, Vaan obtains a gem called the Cache of Glabados, and after a narrow escape, he discovers that the treasure gives him control over a mysterious derelict airship called the *Galbana*. Along with their orphan friends from the city of Rabanastre—Kytes, Filo, and Tomaj (all of whom had minor nonplayable roles in FFXII)—Vaan and Penelo take off in the *Galbana* and discover an entire continent floating in the skies above Ivalice. Once concealed by a magic barrier, the sky continent of Lemurés is now exposed (thanks to the destruction of the Sun-Cryst stone in FFXII), and it provides the perfect opportunity for exploration and adventure that Vaan and his neophyte sky pirate companions crave.

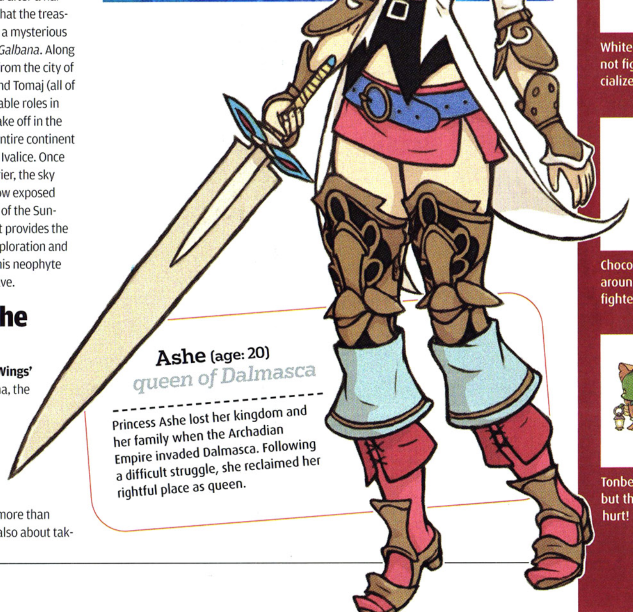
Clashes in the Clouds

According to Revenant Wings' director, Motomu Toriyama, the game's newly discovered lands provide "the ideal backdrop for our concept—an uplifting and invigorating fantasy adventure." But Revenant Wings is about more than free-spirited whimsy; it's also about tak-



The upper screen lets you keep track of the entire battlefield.

Filo is afflicted with Poison.

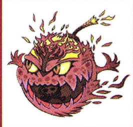


Ashe (age: 20)
queen of Dalmasca

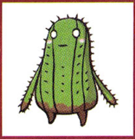
Princess Ashe lost her kingdom and her family when the Archadian Empire invaded Dalmasca. Following a difficult struggle, she reclaimed her rightful place as queen.

Calling All Creatures

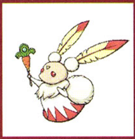
Revenant Wings lets you summon dozens of Espers to aid you in battle. Here are a few of the monsters you can enlist.



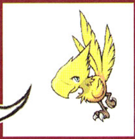
Bombs can toast ground-based enemies with explosive attacks.



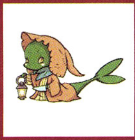
Cactoids fire needles from afar to thwart flying foes.



White Hares are lovers, not fighters. They specialize in healing spells.

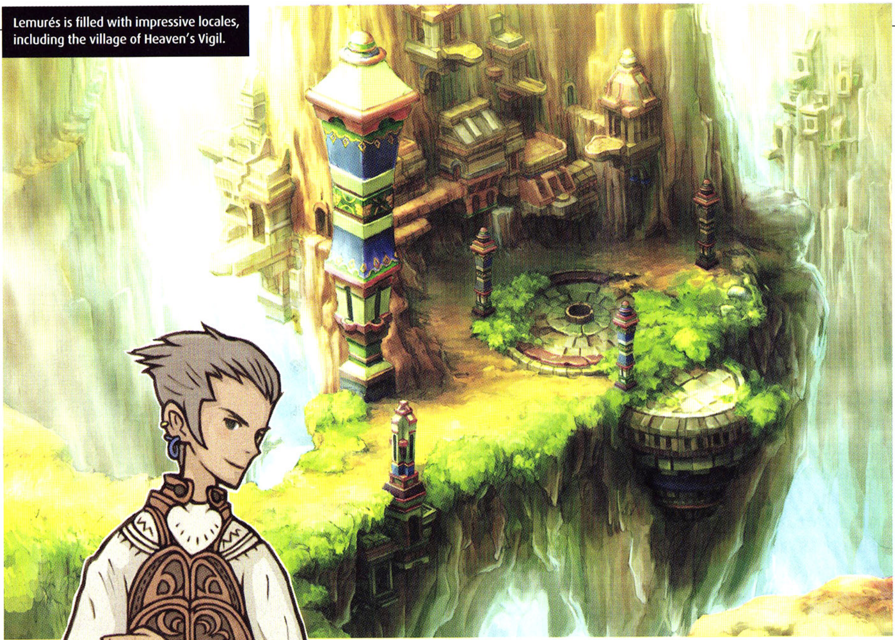


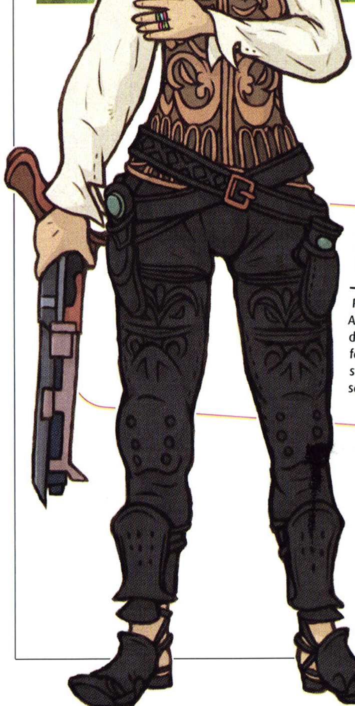
Chocobos are all-around solid melee fighters.



Tonberries look cute, but their knives can hurt!

Lemurés is filled with impressive locales, including the village of Heaven's Vigil.





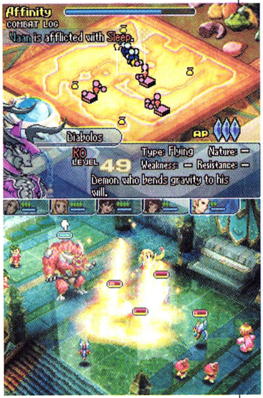
Balthier (age: 23)

dashing sky pirate

Repulsed by life as an Archadian Judge, Balthier abandoned his duty and his heritage for a life of freedom as a heroic sky pirate. He considers himself "the leading man."

ing advantage of the DS hardware and delivering an experience unlike any previous Final Fantasy game.

Combat is at the heart of Revenant Wings' gameplay. Instead of being random, turn-based, menu-driven affairs like in many Final Fantasy titles, the massive battles in Revenant Wings play out more like encounters in real-time strategy games. By touching characters (or their icons, which are found at the upper edge of the bottom screen) with the stylus and scrolling around the map with the Control Pad, you can easily direct the heroes to attack (by clicking on enemies) or command them to move (by clicking on unoccupied areas of the battlefield). Tapping your units also lets you access their ever-growing Magicks/Abilities list to unleash character-specific special attacks and familiar spells like Curaja (for healing), Hastega (for speeding character actions), and Firaga, Blizzaga, and Thundaga (for elemental attacks). You can even control multiple characters at once by dragging a box around them with the stylus, or press the X Button to select all your units simultaneously.



Affinity

COMBAT LOG

Vaan is afflicted with Sleep.

Diabolos

AP

KO

LEVEL 49

Type: Flying Nature: —

Weakness: — Resistance: —

Demon who bends gravity to his will.

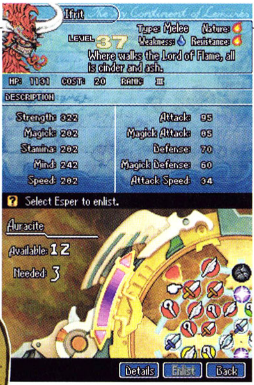
"Each installment of the Final Fantasy series features an innovative battle system, and Revenant Wings is no exception," Toriyama states. "Before incorporating strategy elements, we placed a priority on utilizing the Nintendo DS's touch-screen technology to command scores of characters in battle. The result is a unique brand of combat that combines the best of Final Fantasy XII's battle system and strategic gaming."

What makes the battles especially intense is the ability to summon Espers to join you in battle. The Cache of Glabados, it turns out, has the ability to bring forth creatures from a magical realm, and although these Espers aren't necessarily as imposing as the ones in previous Final Fantasy games, they're essential to success. By enlisting their help via the Ring of Pacts menu (sort of like the license board in the original FFXII) and then tapping Summoning Gates found on the battlefield, you can gain the aid of dozens of creatures from Final Fantasy mythos, ranging from cute chocobos, cactoids, and tonberries to the mighty Shiva, Ifrit, and Odin. Each type of Esper has its own abilities and attributes, and as you acquire AP (astral power) in battle, you can temporarily increase their levels.

> **"Different Esper troupes call for different tactics, giving missions high replay value."**

"From the world view, the Espers of Revenant Wings are born of a different power than those of Final Fantasy XII," explains Toriyama. "In-game, Revenant Wings' battle system is built around simultaneously summoning more Espers than any other Final Fantasy game. Players are free to try any combination of Espers to support them in battle, where the outcome will be decided by strategic selection and proper deployment. Different Esper troupes call for different tactics, giving missions high replay value. Personally, I like pairing Vaan with chocobos for quickness and rushing in to strike first."

Combined with a rock-paper-scissors-style combat system (melee fighters have an advantage over ranged fighters; ranged fighters can best flying characters; flying characters make short work of melee fighters) and elemental affinities and weaknesses, the combat possibilities are vast, and the depth of the battle system doesn't stop there. Like in the original FFXII, you can select "gambits" for your characters, which allows each hero to automatically execute a specific ability of your choice, and—once you've earned them—you can utilize superpowerful Quickening moves to really turn the tide in your favor.



Ifrit

LEVEL 37

Type: Melee Nature:

Weakness: Resistance:

Where walks the Lord of Flame, all is cinder and ash.

HP: 1131 COST: 20 RANK: III

DESCRIPTION

Strength: 322

Magick: 282

Stamina: 282

Mind: 242

Speed: 282

Attack: 95

Magick Attack: 85

Defense: 70

Magick Defense: 60

Attack Speed: 34

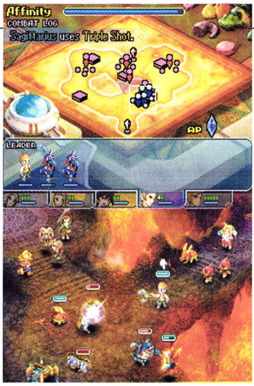
Select Esper to enlist.

Auracite

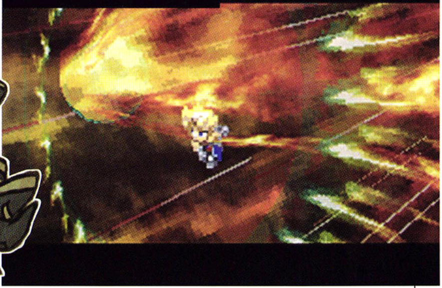
Available: 12

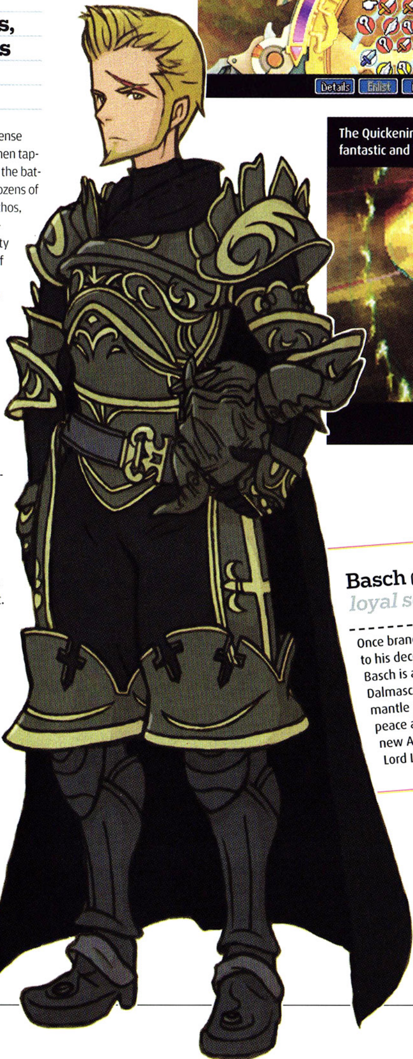
Needed: 3

Use Auracite crystals to enlist new Espers via the Ring of Pacts.



The Quickening special attacks look fantastic and they're very effective.



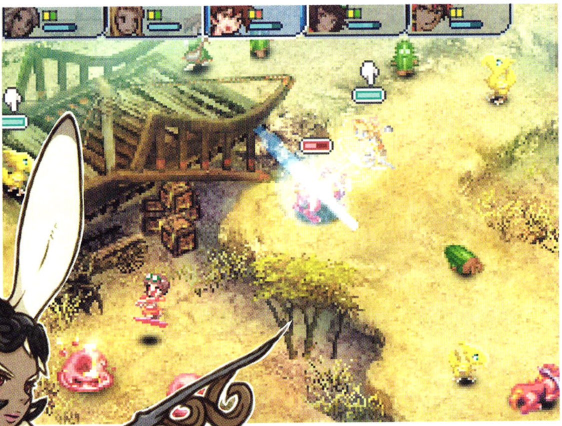


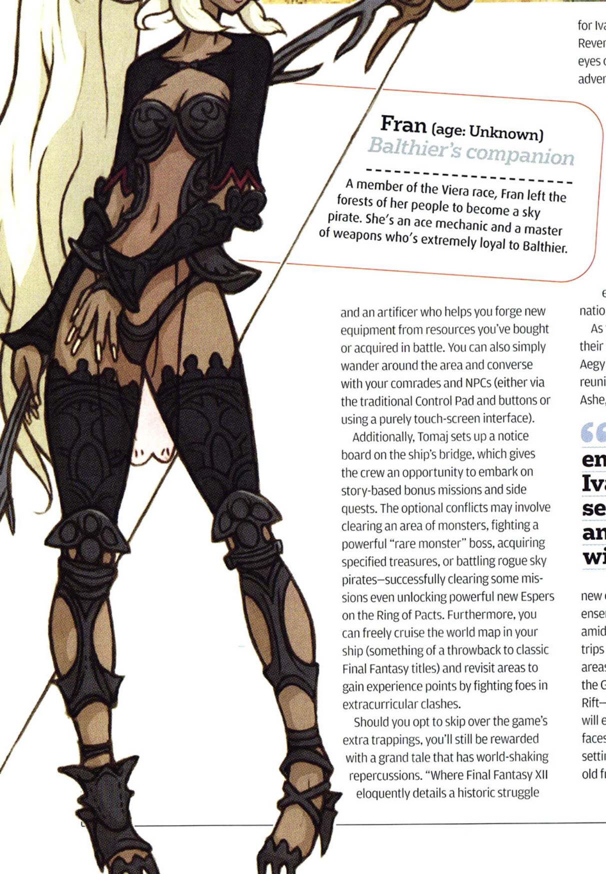
Basch (age: 37)
loyal soldier

Once branded a traitor thanks to his deceitful twin brother, Basch is a loyal soldier of Dalmasca. He now wears the mantle of Judge to maintain peace and protect the just new Archadian Emperor, Lord Larsa.

A Pirate's Life

As Final Fantasy fans know, however, there's more to the series than just combat. During the course of Vaan and crew's adventure on Lemurés, they encounter a wide range of characters new and old, including various sky pirates and members of the Aegyl race (winged beings native to Lemurés who play an integral part in the game's story). Due to the trouble on Lemurés, many of them take temporary refuge on the *Galbana*, leading to the establishment of what's essentially a minicity aboard Vaan's airship, complete with a café, an equipment shop (each character can use assorted weapons, armor, and accessories), a materials shop,





Fran (age: Unknown)

Balthier's companion

A member of the Viera race, Fran left the forests of her people to become a sky pirate. She's an ace mechanic and a master of weapons who's extremely loyal to Balthier.

and an artificer who helps you forge new equipment from resources you've bought or acquired in battle. You can also simply wander around the area and converse with your comrades and NPCs (either via the traditional Control Pad and buttons or using a purely touch-screen interface).

Additionally, Tomaj sets up a notice board on the ship's bridge, which gives the crew an opportunity to embark on story-based bonus missions and side quests. The optional conflicts may involve clearing an area of monsters, fighting a powerful "rare monster" boss, acquiring specified treasures, or battling rogue sky pirates—successfully clearing some missions even unlocking powerful new Espers on the Ring of Pacts. Furthermore, you can freely cruise the world map in your ship (something of a throwback to classic Final Fantasy titles) and revisit areas to gain experience points by fighting foes in extracurricular clashes.

Should you opt to skip over the game's extra trappings, you'll still be rewarded with a grand tale that has world-shaking repercussions. "Where Final Fantasy XII eloquently details a historic struggle for Ivalice from the view of the elite, Revenant Wings spins its tale through the eyes of common folk, focusing on their adventures first-hand," says Toriyama.

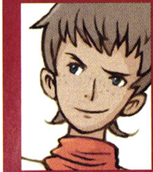
"While taking place in the same Ivalice, this fresh perspective makes the world more familiar and accessible to players." Though bereft of the political intrigue and intricate plot twists of its predecessor, Revenant Wings' storyline is in some ways more epic in scale, as the heroes encounter a false Judge—the Judge of Wings—who, in conjunction with a godlike entity, wants nothing short of domination over all of Ivalice.

As the plot unfolds, Vaan, Penelo, and their friends enlist the aid of a heroic Aegyl named Llyud and are eventually reunited with Fran, Balthier, Basch, and Ashe, as well as young Lord Larsa (the new emperor of Archadia). And while the ensemble spends most of its journey amidst the clouds on Lemurés, return trips to familiar Ivalice locales—including areas like the Dalmasca Estersand desert, the Giza Plains, and the snowy Paramina Rift—are definitely in the cards. "Veterans will enjoy revisiting Ivalice, seeing familiar faces like Vaan and Balthier again, and setting forth on another adventure with old friends," Toriyama promises.

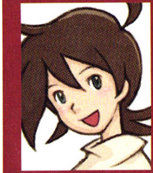
> **"Veterans will enjoy revisiting Ivalice . . . and setting forth on another adventure with old friends."**

The New Crew

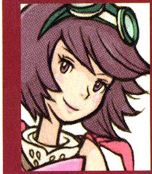
The cast of Revenant Wings includes several supporting FFXII characters (now in much more significant roles), as well as new faces.



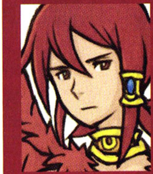
TOMAJ: Once an employee at the Skysea bar, Tomaj joins the crew of the *Galbana* as a supplier and shopkeep.



KYTES: Kytes is one of Vaan's orphan friends from Rabanastre. In Revenant Wings, he masters magic.



FILO: Another orphan from Rabanastre, Filo proves her worth as an airborne fighter who uses a hoverboard.



LLYUD: Llyud is the first Aegyl the *Galbana*'s crew encounters. He seems stern, but he's a staunch ally.

Fantastic Voyage

Final Fantasy has long been known for its outstanding presentation, and Revenant Wings continues the tradition. Hand-drawn 2-D character sprites blend with 3-D environments to create a visual style that harkens back to the renowned FF games of old, while gorgeous cut-scenes add an exclamation point to the most significant moments of the quest.

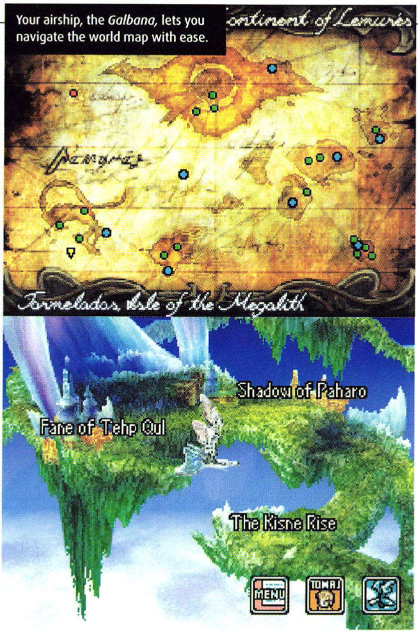
"The CG cut-scenes spanning both screens were brought to life by proprietary technology," reveals Toriyama. "The screens handle rendering individually, so it was no easy task to coordinate them in tandem to create the effect of one picture. The quality of the movies was a matter of cramming as much as possible into the [game card]."

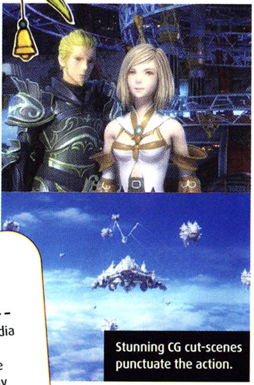
Likewise, the music is some of the most impressive on the DS. Fans of the original FFXII will recognize many of the tunes, which have been faithfully re-created to make the most of the DS's sound capabilities. "We really worked overtime to faithfully reproduce the lavish Final Fantasy XII soundtrack from the PS2 on the DS. . . ." Toriyama recalls. "While arranging the score to convey the feeling of Revenant Wings, we kept the essence of the originals untouched. . . . The nostalgic tunes that summon players back to the world of Ivalice actually took as long to arrange as composing the new pieces did!"

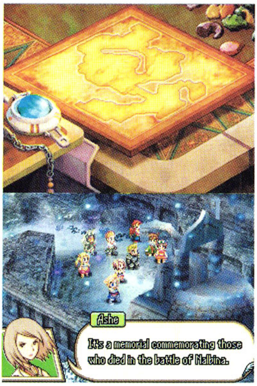
Responding to criticisms about the Japanese version being too easy, the creators have even increased the difficulty for the game's North American release by rearranging enemy placement on maps, improving enemy AI, and allowing enemies to use their own gambit tactics in battle. Better yet, North American players will be treated to a brand-new, extrachallenging bonus dungeon called the Midnight Deep, featuring exclusive Espers and enemy leaders. In its deepest level awaits Yiazmat, the most powerful monster in Final Fantasy XII. As Toriyama explains, "Each stage of the dungeon was designed with different strategies and styles of play in mind. It should provide a thrilling challenge for players before they go on to finish the game."

With its familiar characters and locales, strategic large-scale battles, and accessible touch-screen controls, Revenant Wings seems destined to maintain the depth and grandeur that Final Fantasy games are known for while carving a niche uniquely its own. If all goes as Toriyama hopes, Revenant Wings could be the start of something big—and he thinks players will enjoy coming along for the ride.

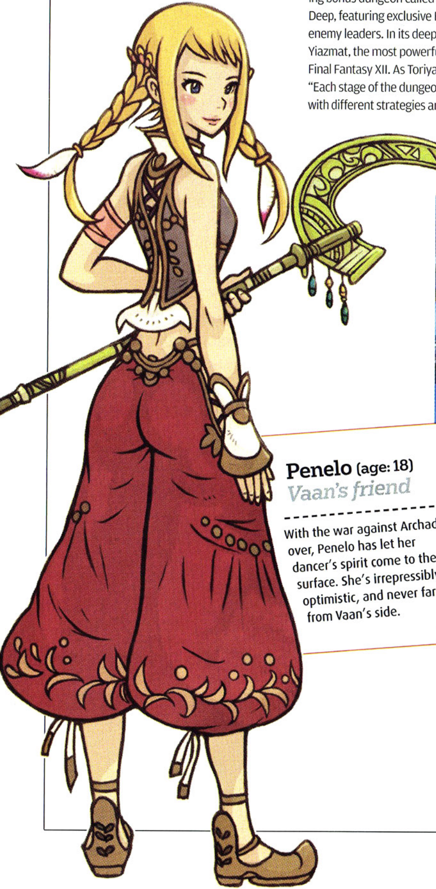
"Revenant Wings is the beginning of something new for the Final Fantasy series on the Nintendo DS, building on Final Fantasy XII's excellence to deliver an immersive RPG into the palm of your hand," he asserts. "I believe the simple, wide-open interface of Revenant Wings' battle system carries great potential, and I hope players will experience now what may someday be the beginning of a whole new brand of Final Fantasy."


Your airship, the *Galbana*, lets you navigate the world map with ease.


Stunning CG cut-scenes punctuate the action.



It's a memorial commemorating those who died in the battle of Nalbina.



Penelo (age: 18)
Vaan's friend

With the war against Archadia over, Penelo has let her dancer's spirit come to the surface. She's irrepressibly optimistic, and never far from Vaan's side.

© 2007 Nintendo

PRIMED AND READY

Phazon corruption is both Samus's greatest weapon and her gravest threat in the final chapter of the Metroid Prime trilogy.

By Casey Loe

The Space Pirates are on the march, corrupting the Galactic Federation's Aurora Units and launching coordinated attacks of Federation targets. Before you can break their grip on the planets Bryyo and Elysia, you'll need to acquaint yourself with Samus's powerful new grappling and Hypermode abilities. You'll have plenty of opportunities to do so during your training on the Federation ship and in the battle on Norion that follows.

PRIME SURVIVAL TIPS

There's a lot going on in Metroid Prime 3: Corruption, so whether you're new to the series or you're a veteran adapting to Wii-remote controls, it's a good idea to study up on the game's mechanics before you hit the battlefield.

SCANNING FOR TIPS AND TOKENS

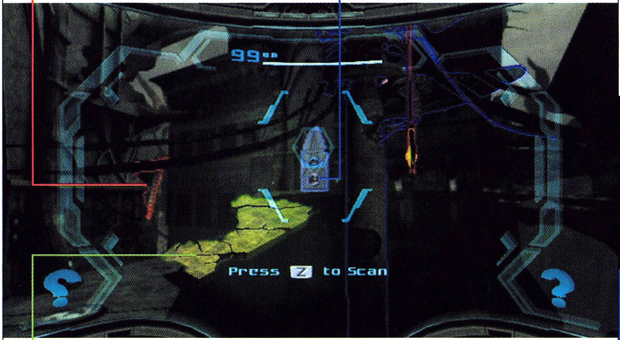
The Scan Visor is one of the most important tools in Samus's arsenal, providing valuable information on environmental hazards, enemy tactics, and planetary lore. One new twist is the use of tokens, which you can earn by scanning unique life-forms (allies and enemies alike) and certain unusual objects. You can then redeem them to unlock bonuses, music tracks, and concept art.

🟥 High Priority

When you flip on your visor, crucial objects that Samus must interact with to progress appear tinted in red. Scan them for a tip on how to utilize or destroy them.

🟦 Low Priority

All other scannable objects and creatures initially appear tinted in blue. Scanning them is not crucial, but doing so can earn you hints, lore, and possibly tokens.

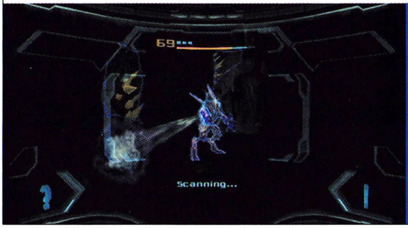


🟩 Scanned (and Logged)

Once you've scanned an object, its tint shifts to green to show that you've already examined it. If you scan it again, its information will appear immediately.

Research on the Run

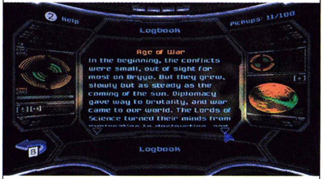
Your foes aren't going to give you a break while you're using the Scan Visor, so eliminate them first, if possible. If that isn't an option or if you're scanning the enemies themselves, remember that the Z Button locks you onto a foe, so you can move or jump to dodge its attacks while you scan.



You may take some hits when scanning bosses, but it's worth it since boss logbook entries provide valuable tips about bosses' strengths and weaknesses. You'll also earn a token for each unique boss scan, so get them while you can—when the boss dies, your shot at the token may be gone forever.

THE LOGBOOK

Some objects have especially lengthy data entries. If a prompt appears when a scan is complete, you can press the 1 Button to enter your logbook and read more-detailed information. Once they're unlocked, you can view these entries any time by selecting the notebook icon on the map screen.

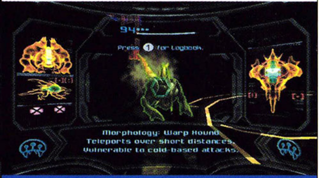


Age of War

In the beginning, the conflicts were small, out of sight for most on Bryyo. But they grew, slowly but as steady as the coming of the sun. Diplomacy gave way to brutality, and war came to our world. The Lords of Science turned their minds from

Know Your Enemies

In your logbook, click on the Metroid icon to view the entries of all the creatures you've scanned, organized by faction. You'll also be able to see how many members of each faction remain to be scanned.

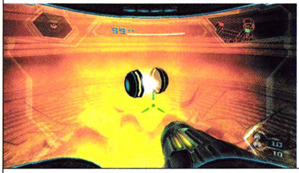


Morphology: Warp Hound
Teleports over short distances.
Vulnerable to cold-based attacks.

As soon as a scan is complete, the game will pause so that you can read the entry. Even in the heat of combat, you can safely enter your logbook to view the detailed entries.

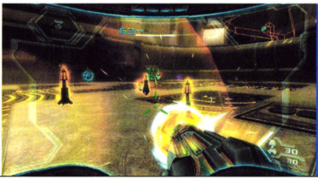
AMASSING ENERGY TANKS

Energy Tanks are among the most valuable items that have been hidden throughout the planets of the Galactic Federation. Not only do Energy Tanks allow Samus to survive longer in tough battles, but they can also be injected into her PED Suit to activate the powerful Hypermode.



Energy-Conservation Tips

There are several ways to recoup lost health. Save rooms heal you completely, and are usually strategically placed before boss fights. You can also heal and save at your own ship, so never pass up an opportunity to summon it to the landing sites you'll discover. You can also find plenty of healing items by blasting crates, plants, and other objects, and you can even heal by standing in pools of blue Phazon!



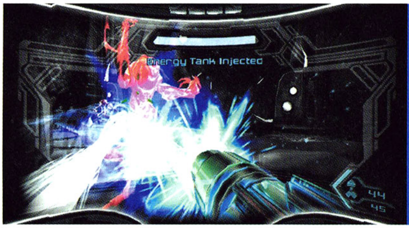
If you know where to look, you can often find a nearly unlimited supply of recovery items during boss fights. Most bosses fire some sort of projectile that can be destroyed in midair to reveal energy and missiles. If you're running low on health, fall back and shoot down these projectiles, then pull the treasures towards Samus by charging your Power Beam.

EXPLOITING (AND SURVIVING) PHAZON CORRUPTION

After concluding your mission on Norion, Samus will gain the PED Suit, which allows her to trade an Energy Tank for a burst of superhuman Phazon strength. But Phazon's power comes at a price that could prove fatal.

Entering Hypermode

If you have half an Energy Tank to spare, you can press the + Button to activate Hypermode. Samus will then become completely impervious to damage, and her Blaster will fire raw Phazon, which can tear through shields, destroy otherwise-indestructible objects, and deal heavy damage to normal foes.

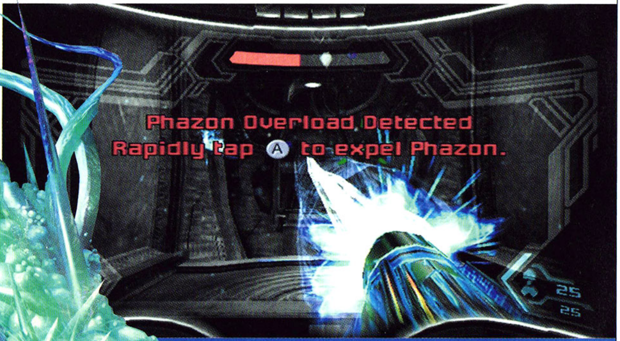


Energy Tank Injected

When you enter Hypermode, a Phazon Bar will appear on your visor, revealing the amount of Phazon you have left to fire. Samus will return to normal when this bar runs out or when you press the + Button a second time. While in Hypermode, charging the Blaster unleashes a powerful (but Phazon-consuming) rapid-fire beam.

Surviving a Phazon Overload

If you stay in Hypermode for too long or take a certain amount of Phazon-based damage from enemies, Samus will enter Corrupt Hypermode. During Corrupt Hypermode you will be unable to return to normal with the + Button, and your Phazon Bar will automatically refill itself. If it fills entirely, Samus will die of a Phazon overload, no matter how many Energy Tanks she has left. To survive you'll need to vent the Phazon by firing your blaster until the bar is emptied.

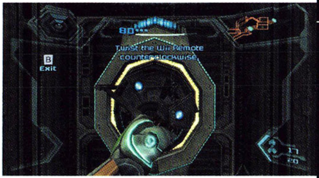


Phazon Overload Detected
Rapidly tap Ⓐ to expel Phazon.

If you're willing to tempt fate, you can fire at a slower rate to keep your bar filled midway, allowing Samus to stay in Hypermode for a longer period of time. Eventually her suit will vent the excess Phazon and Samus will return to normal.

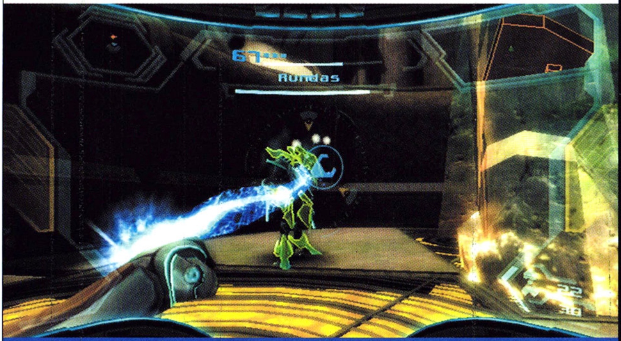
Wii-REMOTE SKILLS IN ACTION

Metroid Prime 3: Corruption uses the unique properties of the Wii remote to reinvent the first-person shooter genre. Don't just stick with the defaults—experiment with the various firing sensitivities on the Options screen until you find the one that best suits your preferences and skill level. Once you've gotten the hang of targeting, experiment with Samus's motion-controlled Grapple Lasso and Morph Ball jumps.



The Grapple Lasso

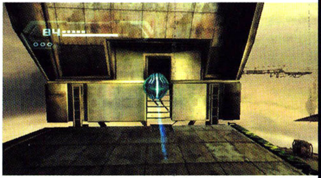
When you lock onto an object or enemy with the Z Button, the Grapple Lasso icon may appear. If it does, you can flick your nunchuk forward to latch onto the object with your Grapple Lasso, and then pull back to jerk the object away. You can use the Grapple Lasso to pull levers and move debris (which shimmers yellow), and once you upgrade to the Grapple Swing, you'll be able to use it to swing from special hooks.



You can also use your Grapple Lasso in combat. Against normal foes, it's the best way to yank shields out of enemy hands, exposing them to Blaster damage. Against bosses, you'll often need to pull at some yellow-flashing part of their bodies to expose a weak point.

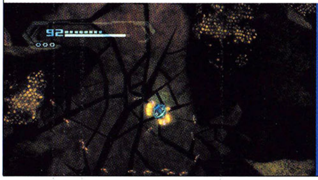
Quick Morph Ball Jumps Using the Wii Remote

There are two ways to jump while Samus is in Morph Ball form. You can still use the old-school method of setting a Morph Ball Bomb and letting it blast you upward, but you can now pull off a jump of equal height simply by thrusting your Wii remote upward. This is a great way to get moving when you can't afford to wait for a bomb to go off, and it makes double jumps a whole lot easier.



Performing a Double Jump as a Morph Ball

To perform a Morph Ball double jump, which you'll often need to reach optional items like Missile Expansions, do a standard jump and drop a Morph Ball Bomb at the apex. You can then jump into that bomb as it explodes to be pushed twice as high.



When you need to reach an upper ledge while in Morph Ball form, you can usually rely on some help from a benevolent species of glowing bugs that will latch onto your Morph Ball and float you upward. Steer left or right to reach your destination, then send the bugs scurrying with a Morph Ball Bomb.

SUIT UPGRADE CHECKLIST

Samus will need all the help she can get to destroy the first two Leviathan Seeds, as detailed on the pages that follow. Below you'll find a list of all the major suit upgrades she'll encounter on her quest. (Missile Expansions are not listed.)

• ENERGY TANK	**LOCATION:** Bryyo (Reliquary II)
• GRAPPLE SWING	**LOCATION:** Bryyo (Hillside Vista)
• ICE MISSILE	**LOCATION:** Bryyo (Temple of Bryyo)
• ENERGY TANK	**LOCATION:** Bryyo (Ruined Shrine)
• ENERGY TANK	**LOCATION:** Bryyo (Overgrown Ruins Vault)
• SHIP MISSILES	**LOCATION:** Bryyo (Hangar Bay)
• HYPER BALL	**LOCATION:** Bryyo (Bryyo Leviathan Core)
• ENERGY TANK	**LOCATION:** Elysia (Steambot Barracks)
• BOOST BALL	**LOCATION:** Elysia (Ballista Storage)
• ENERGY TANK	**LOCATION:** Elysia (Arrival Station)
• SCREW ATTACK	**LOCATION:** Bryyo (Hall of Remembrance)
• GRAPPLE SYSTEM	**LOCATION:** Elysia (SkyTown Federation Landing Site)
• SEEKER MISSILE	**LOCATION:** Elysia (Xenoresearch B)
• ENERGY TANK	**LOCATION:** Elysia (Xenoresearch A Lift)
• HYPER MISSILE	**LOCATION:** Elysia (Elysian Leviathan Core)

BRYYO

After a lengthy prologue, Samus's true mission begins when all three of her fellow Hunters disappear in the course of their respective missions. Her investigation begins on Bryyo, the last known location of Rundas.

After landing in Bryyo's Cliffside Airdock and earning an Energy Tank and the Grapple Swing in the Reliquary, proceed to the crashed *G.F.S. Theseus* to open up two new landing zones. Our first stop is the Fiery Airdock.

BATTLE RUNDAS FOR THE ICE MISSILE

Upgrade Required: **Grapple Swing**

From the Fiery Airdock, travel southwest through the Gel Refinery tunnels to reach the Temple of Bryyo. There you'll find a thoroughly corrupted Rundas waiting. To attack him, you'll first need to blast off his armor—target him wherever he flashes yellow, while strafing to avoid his freezing blasts. When white dizzy bursts appear over his head, use your Grapple Lasso to yank off his armor and blast him while he's vulnerable. If you run low on health, back away so he'll begin throwing ice balls, and shoot them in midair to expose recovery items. When Rundas runs low on health and begins swinging a powerful ice blade, switch to Hypermode to finish him as quickly as possible. When Rundas falls, collect the Ice Missile (which allows you to freeze fuel gel or make platforms to cross it), and return to your ship. Set a course back to the Cliffside Airdock.

THE PATH TO THE SHIP MISSILE UPGRADE

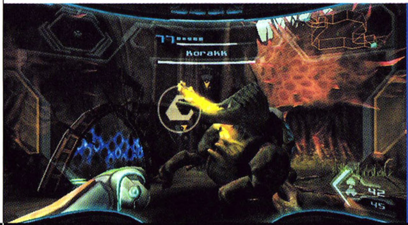
Upgrade Required: **Ice Missile**

Return to the *G.F.S. Theseus* at the Crash Site, and use your Ice Missiles to cross the Falls of Fire beyond it. There you'll find a massive War Golem restrained by fuel-gel lines. Kill all the enemies to open a Morph Ball pit, and drop a bomb in it to activate the War Golem—it can't move far, but its struggles will open a panel that you can shoot to destroy one of the lines. Blast the thin waterfall of fuel gel to destroy a second line, then use an Ice Missile to freeze the wider waterfall, enter a Morph Ball tunnel, and roll to the base of the third line. To find the base of the final line, scan for a red patch on the wall and shoot it with a missile. Activating the golem will open a path to the Ruined Shrine; at the bottom you'll find an Energy Tank inside a golem arm (scan it to find a crack you can expand with a Morph Ball Bomb), and at the top you'll find the door to the Federation Landing Site, where you can upgrade your vessel with Ship Missiles.

BATTLING THE KORAKK BEAST

Upgrade Required: **Ship Missiles**

Set a course to the Thorn Jungle Airdock. Blast open the walls in the first tunnel to reveal another Energy Tank, then use your Grapple Lasso to disable the satellite dish and use your Scan Visor to order a bombing raid on the wall. Beyond it you'll face a series of tough fights, culminating with a mighty Korakk Beast.



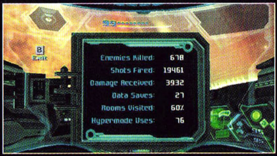
After you blast the gunner off the beast's back, the Korakk Beast will attack with its tongue. When it opens its mouth, blast it. Then roll beneath it and drop several Morph Ball Bombs to knock it over. When it falls, get behind it and use your Grapple Lasso to yank on its tail. It will then expose its vulnerable belly.

SHIP FEATURES

Throughout the game, Samus's ship offers a welcome opportunity to fill up on energy and missiles and to save your progress, as well as a means of traveling from planet to planet. As you progress in your quest, it can be upgraded with a variety of other functions.

INTERIOR FEATURES

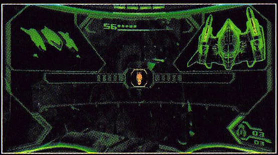
There are all sorts of cool things you can do in the cockpit of your ship, although they're of no real use in your quest. Hitting buttons will reveal a corruption scanner, a list of game data such as enemy kills, a system for entering codes, and manual shields and thruster controls.



Enemies Killed: 678
Shots Fired: 19461
Damage Received: 3932
Data Saves: 27
Rooms Visited: 60%
Hypermode Uses: 76

BOMBING RUNS

After your first ship upgrade, you'll be able to order bombing runs wherever your Ship Visor reveals a missile-shaped icon. Bombing runs will destroy obstacles and Leviathan Seeds, but they can also simply obliterate a room full of enemies—you can call in air support in most large outdoor areas.

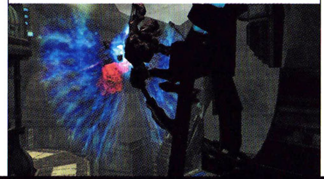


DESTROY THE TWO TIAMAT TURRETS

Upgrade Required: **Ship Missiles**

When you order your ship to bombard the generator in the Generator Hall, a pair of Tiamat Turrets will thwart you. Wait for a Space Pirate ambush to open a path to the south, then follow it to one of the turrets. Ignore the Space Pirates that guard it (they'll respawn endlessly) and work your way under the turret, where you can use your Grapple Lasso to yank off the yellow cap. That will expose a fuel-gel canister on the outside of the turret, which you can then destroy with your Power Beam. Repeat this process until the turret explodes and a path opens to the second turret in the north. To expose the fuel-gel canisters the second turret, use your Grapple Lasso to pull the three levers on the highest levels of the map. Once you pull a lever, the ever-respawning Aerotroopers will attempt to push it back, so be ready to protect the levers with your blaster and missiles.

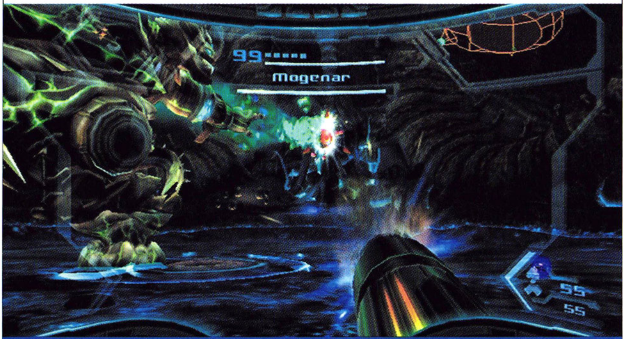
Continue north to pick up a Missile Expansion on your way back to the Generator Hall, then call an air strike against the first generator. There's still one more to go, so return to your ship and set a course back to the Fiery Airdock. Return to the area where you fought Rundas, disable the satellite dishes, and order an air strike against a third Tiamat Turret. Take the elevator from there to the final generator.



DEFEAT MOGENAR FOR THE HYPER BALL

Upgrade Required: **Ship Missiles**

With the generators destroyed, you can infiltrate the Leviathan Seed and battle Mogenar, the powerful guardian who lives in its heart. To beat Mogenar you'll need to destroy the four red orbs in his chest and back. Target them one at a time, and follow them when he shuffles their positions with waves of green energy. When an orb is destroyed and the slot glows white, switch to Hypermode and blast the casing around the slot to destroy it for good. After an orb slot is destroyed, Mogenar will become invincible except for his feet, which you can blast with Morph Ball bombs to return him to normal. Using Hypermode will burn a lot of energy, so don't miss the recovery items that are left behind when you destroy a slot, shoot down Mogenar's green hand-shaped projectiles, or blast his feet.



When an orb is destroyed but the slot survives, Mogenar will harvest two new orbs from the generators at the sides of the room. Blast them in midair before he can use them to fill an empty slot!

MELTING THE ICE PLUGS IN BRYYO

Upgrade Required: **Boost Ball**

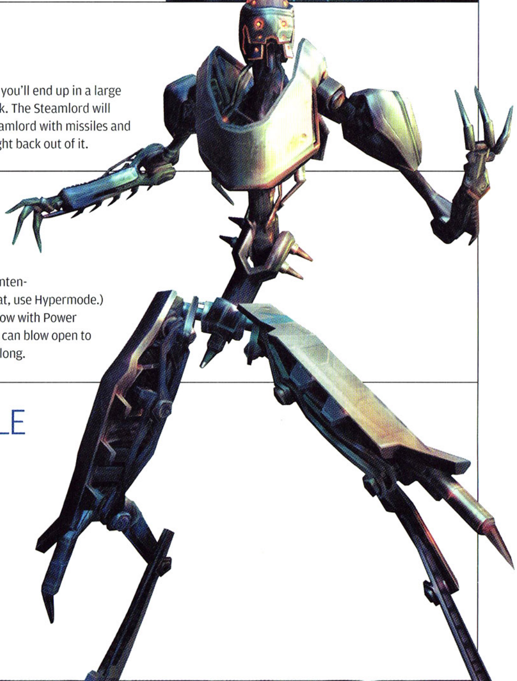
Return to Bryyo after you find the Plasma Beam and Boost Ball in Elysia. You'll be able to melt the ice to reveal several new paths. To find the Screw Attack (which you'll need in Elysia), enter from the Fiery Airlock and use your Morph Ball to get above the Main Lift area. Melt the ice there to open a tunnel to the site of the energy spike. Blast a battering ram free from the ceiling, and use your Boost Ball to rotate the room until the ram faces a blank wall. Then activate the golem to smash open a path to Warp Site Bravo.

HEAVY LIFTING

The ship's second upgrade is a Grapple Beam that allows it to lift certain heavy objects. Your ship can only take objects and fly away with them during the course of accomplishing certain objectives, but it can temporarily lift other objects any time your Ship Visor reveals an upward arrow, allowing Samus to progress under them.

ELYSIA

Destroying the first Leviathan Seed will earn you the Hyper Ball, which you can use to blast open the Phazon-sensitive targets on the statue at the entrance to Elysia.



ELYSIA'S FIRST ENERGY TANK

Upgrade Required: **Hyper Ball**

After bombing your way through the Morph Ball maze in the Steambot Barracks, you'll end up in a large circular room where a Steamlord and a horde of Steambots guard an Energy Tank. The Steamlord will appear only to repair the bots, so destroy one first, then back up and nail the Steamlord with missiles and Power Beam shots. Don't try to enter Hypermode—the Steamlord will kick you right back out of it.

GET THE BOOST BALL

Upgrade Required: **Hyper Ball**

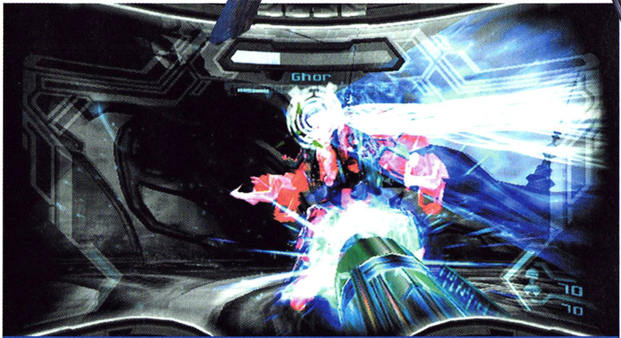
From the locked Aurora Unit, head southwest to the junction, then west to the Ballista area, where a Defense Drone guards the Boost Ball. Begin by blasting its antennae, taking out all three before the first regenerates. (If you have trouble doing that, use Hypermode.) When the drone falls, give it a yank with your Grapple Lasso, then target the red glow with Power Beam blasts and missiles. The drone will attack with goo-filled projectiles that you can blow open to find recovery items, but target the glow as much as possible—it won't be there for long.

GET AN ENERGY TANK AND BATTLE GHOR FOR THE PLASMA BEAM

Upgrade Required:
Boost Ball

After using the power of the Boost Ball to open the kinetic locks and restore the Aurora Unit, head back toward your ship, which is apparently under attack. You'll receive progressively more-dire radio messages about its condition, but this part isn't timed, so you can afford to take a quick detour. From the outside ledge of the Arrival Station, double-jump to the green grab ledge, then activate the kinetic cannon to blast yourself to an Energy Tank.

When battling Ghor at the Main Docking Bay, the first step is to take out his shield. Lock onto him from a safe distance and use the B Button to side-jump behind him when he charges, then blast the weak spot in his back after he passes. Several hits to the back will expose his head—pound that enough to make him drop the shield. A new weak point will then appear between his legs; use your Boost Ball to zip into it and drop Morph Ball Bombs to again expose his frontal weak spot. After a few rounds of that, Ghor will go nuts, blasting you with missiles, lasers, and Phazon waves, his head exposed all the while. This is a great time to kick on Hypermode—if you lack the energy to do so, blast his missiles in midair to expose recovery items.



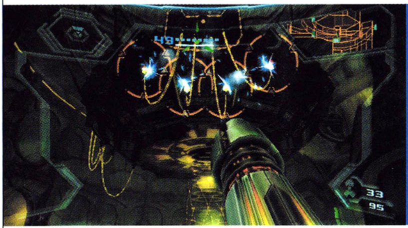
As his energy level drops, Ghor will stop protecting his weak spots and focus entirely on offense. Kick on Hypermode to protect yourself while you unload your final shots on his head.

BUILD THE THERONIAN BOMB

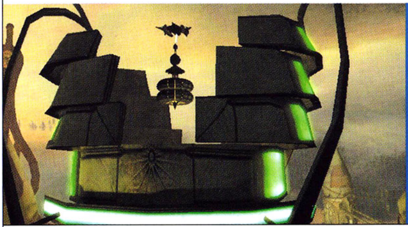
Upgrade Required: **Seeker Missile**

After collecting the Screw Attack back in Bryyo (see page 47), you can use it to reach the skytram northeast of Landing Site A. That will take you to Eastern Sky Town, where you should travel down and to the east until you come across Landing Site B, where you can upgrade your ship with a Grapple Beam. The Aurora Unit will then give you a list of Theronian Bomb components, which you must gather in numerical order.

The first one is easy; return to the Chozo Observatory and use your ship to lift the satellite launcher device. Weld the circuitry beneath it, then set it back down and activate it with a Morph Ball Bomb. That will open a path to the Turbine Generator, where a Berserker Lord guards the first part of the bomb.



Next, take Zipline Station Delta to the Xenoresearch Labs at the northern tip of Eastern SkyTown. There you'll find an Energy Tank and the Seeker Missiles, which you can use to open locks that require multiple areas to be struck at once. You'll find three such locks in the Concourse area; blast them all to free the second bomb part.

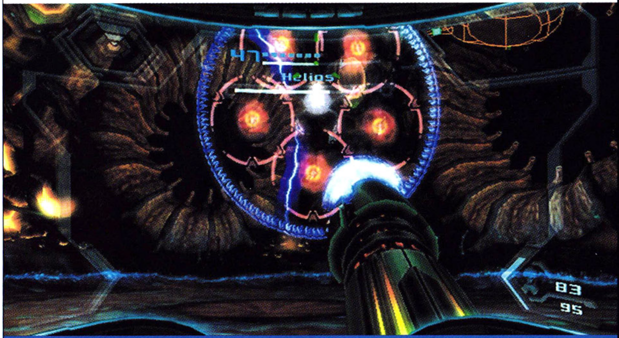


Take the skytram back to SkyTown, where you'll find and unlock the final bomb part with little trouble. Lower the whole Theronian shish kebab into the Spire Pod, then visit the Aurora Unit for further instructions. It will send you back to the Spire, which you'll have to defend from attackers on its way down to the Leviathan Seed.

HELIOS HAS THE HYPER MISSILE

Upgrade Required: **Seeker Missile**

In the heart of the Elysia Leviathan Seed, you'll find Helios guarding Samus's Hyper Missile upgrade. To beat him, you'll need to fry his circuits with your Plasma Beam until he begins to emit blue Phazon energy. That's your cue to switch to Hypermode and begin inflicting damage to Helios (the rapid-fire charge attack is particularly effective). When not emitting Phazon, Helios will attack in a variety of forms. In his ball form, lock onto him and jump-dodge while shooting. In the disc form, lock onto the five red spots with Seeker Missiles. When Helios turns into a tornado ball, roll ahead of it and set Morph Ball bombs. And when he transforms into a four-limbed robot, blast the joints that are flashing red. If you can match the right tactic to the right Helios form, victory—and the Hyper Missile—will be yours.



When Helios takes on a disc shape, target its five red spots with Seeker Missiles. But don't let the missiles fly until Helios is vertical and facing you.

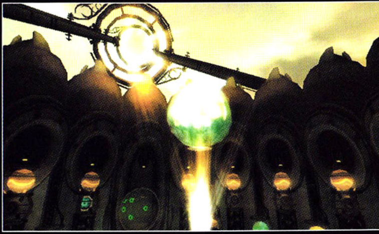
COLLECT MORE UPGRADES

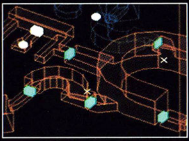
There is a total of 100 items to find in Metroid Prime 3, including Missile Expansions, Energy Tanks, and Ship Missile Upgrades. Whenever you earn a new weapon or Morph Ball, you can return to previously visited planets and use the item to reach additional treasures. But wandering in search of these items can be time-consuming—before you backtrack, visit the Chozo Observatory to download a map.

If you find at least 75% of the items in Metroid Prime 3, you'll earn a longer ending. But to see the best ending of all, you'll need 100%.

THE CHOZO OBSERVATORY

The Chozo Observatory in East SkyTown is a wonderful resource for item-seekers. Once you repair the satellite-launcher circuitry, you can return to the observatory and bomb the various Morph Ball switches to send satellites to the galaxy's other planets. The satellites will beam you detailed maps with the locations of all items clearly marked. You can get the maps for Norion and Bryyo now, but you'll need to return with gear found later in the game to reach the remaining Morph Ball switches.





The satellite maps have all hidden items marked as white circles. Once collected, these circles are replaced with X marks.

Go Far in Phantom

It would take a large player's guide to cover all the necessary strategy in **The Legend of Zelda: Phantom Hourglass.** We have three pages. But don't worry—you're gonna be *fine*.

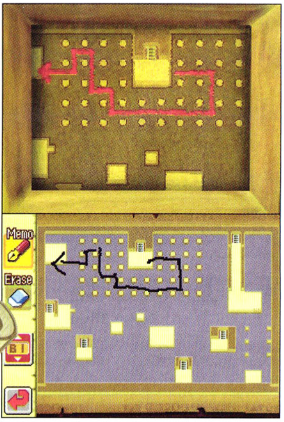
By Drew Williams

Mastering Maps

One of the unique features of Phantom Hourglass is the ability to use the touch screen to mark up maps and make notes to yourself. It's easy and fun, but you need to be precise when you take notes, or you'll lose a lot of hearts.

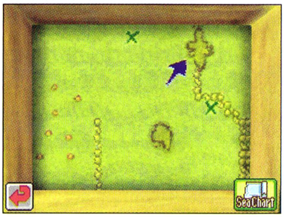
Walk the Line

Keep your eyes peeled for signage as you explore dungeons, caves, and the overworld. Signs often give you a sequence for a puzzle or even an exact path you should follow through a dangerous area. You can pull your map screen down to the touch screen by pressing down on the Control Pad, then draw the indicated route directly on the map. When you move through the actual area on the map, you can track your progress on the drawn route using Link's map icon.



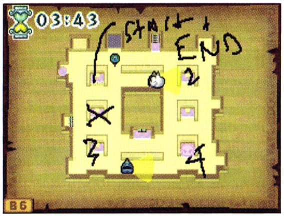
Instant Treasure Maps

Several times in the game you will look at other people's marked-up maps and sea charts. Pay close attention to the green *X*s and arrows on those maps, then copy them to your own sea charts so you don't forget the notations. When you acquire your ship's salvage arm, you can go to the marked spots to uncover amazing treasure.



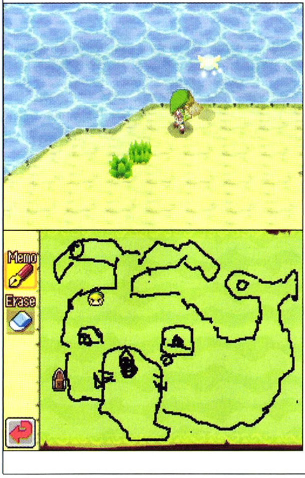
Tracking Your Progress

You don't need to wait for an obvious clue to make notes to yourself on a map—any time you find something interesting in an area you'll visit repeatedly, jot down some info. This technique is particularly useful in the Temple of the Ocean King. You'll return to this timed dungeon frequently, and it's easy to forget the quickest routes to switches and stairways.



Terra Incognita

When you come across an undiscovered island, there likely won't be a premade map available. Draw your own map and indicate anything that looks interesting or that may be significant later. Don't worry about perfect accuracy—as long as you remember what the drawing is *supposed* to depict.

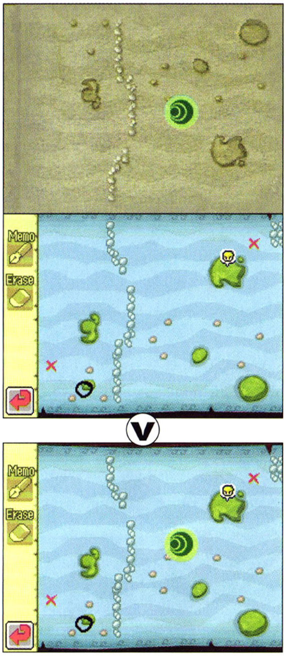


Touch Puzzles

If you've played a Zelda game before, then you'll probably have no trouble figuring out most of the puzzles in Phantom Hourglass. Occasionally, however, you'll come across a new type of head-scratcher that makes use of the touch pad, the microphone, or the DS's dual screens. Just try to remember all of the game system's capabilities.

Making an Impression

You'll need to go beyond the usual "kill every enemy in the room" or "try to push everything" chestnuts if you want to make it through Phantom Hourglass. One of the coolest puzzles requires you to physically close the DS so you can "stamp" an impression on your sea chart to mark the location of an island. When you open the DS again, the island will be permanently branded on the chart. In an even more challenging puzzle, you'll need to find four landmarks on a map then draw an *X* to connect them. Then you head to the point where the lines intersect to dig a hole to an underground passage. The microphone also plays a role in a few puzzles and battles. For example, one enemy becomes vulnerable only when you yell at it via the microphone. Remember all the cool tools you have at your disposal when you get stuck.



Zelda Essentials

A few hard and fast rules are associated with the Zelda games, and they'll soon become second nature to you (if they aren't already). The two listed below are arguably the most important to keep in mind at all times.

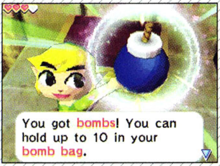
The Gift of Gab

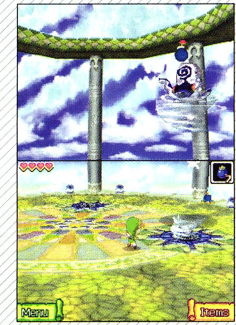
This can never be said enough: try to talk to everybody in every town. Occasionally someone will spew drivel at you, but more often then not you'll get a valuable clue about how to reach an objective, find some treasure, or locate someone else with information.

They're left as testament to his trip to the Isle of Gust, but they're a big nuisance!

Right Tool, Right Job

If you are confronted with a confusing situation in a dungeon, try using the last weapon or tool you've acquired. Remember all the different attributes of each tool or weapon in your inventory.


You got bombs! You can hold up to 10 in your bomb bag.

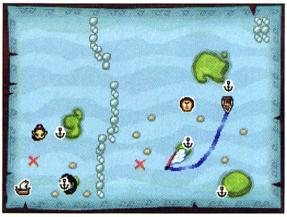


Ocean of Fun

Navigating the dangerous ocean in Beck's customizable ship may be the most enjoyable activity in Phantom Hourglass—and that's saying a lot. If you master the helm, you'll be able to dominate the high seas and reach destinations safely.

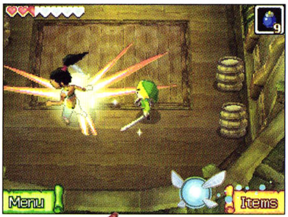
Canny Navigation

It seems simple enough to draw a path to a destination on your sea chart, but you need to weigh the potential dangers carefully. Don't sail too close to rocks or you may damage your ship—and avoid pirates whenever possible (although it's fun to trade cannon fire). If you see a fish or a marked treasure location on the way to your destination, have at it.



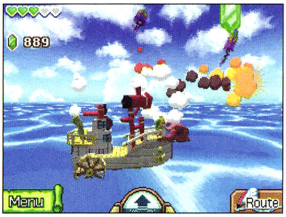
A Woman Scorned

Dealing with Jolene, a woman from Beck's past, requires some unusual strategy. Jolene's ship is fast and fires torpedoes that you'll need to jump to avoid. You also may need to change course multiple times to avoid her. If she boards your ship and you need to fight her, wait until she lunges, then attack her posterior.



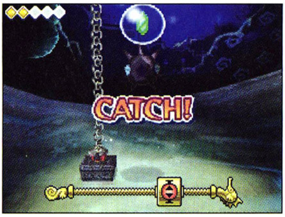
Jellyfish Skeet

If you're lucky, you'll occasionally run across a jellyfish in your travels. Shoot it with your cannon to knock it into the air. If you keep shooting it, it will stay in the air and toss Rupees at you. Eventually a second jellyfish will appear on the horizon to give you twice as many opportunities to earn easy money.



The Long Arm of the Greedy

The ocean depths are loaded with treasure for the taking, and taking will become your specialty once you have a salvage arm equipped on your ship. Sail to where treasure is marked on your sea charts, then select Salvage from your menu. Don't be in too big a hurry to grab the loot—there's no time limit and it's very easy to damage your salvaging equipment if you aren't careful.

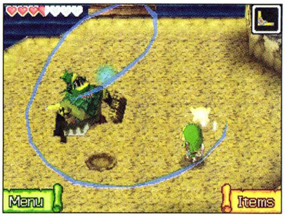


Stylus Points

Fighting has been a fairly easy task to master throughout the Zelda series, but Phantom Hourglass uses a completely new combat system that may throw you for a loop. You'll need to coordinate your movements with your attacks, because you can't move and attack at the same time. The key is to anticipate your enemy's attacks then position yourself for a productive sword thrust by stroking the touch pad with your stylus.

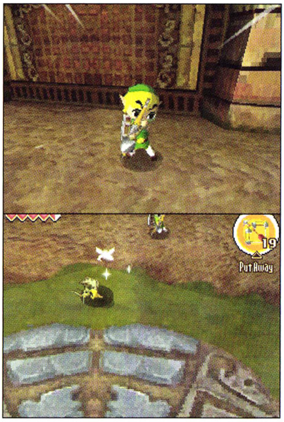
Tap 'Em from Behind

On islands and in caves, armed lizard men are plentiful and annoying. They are virtually impervious to frontal attacks, so you'll need to distract them with your boomerang to set up attacks from behind.

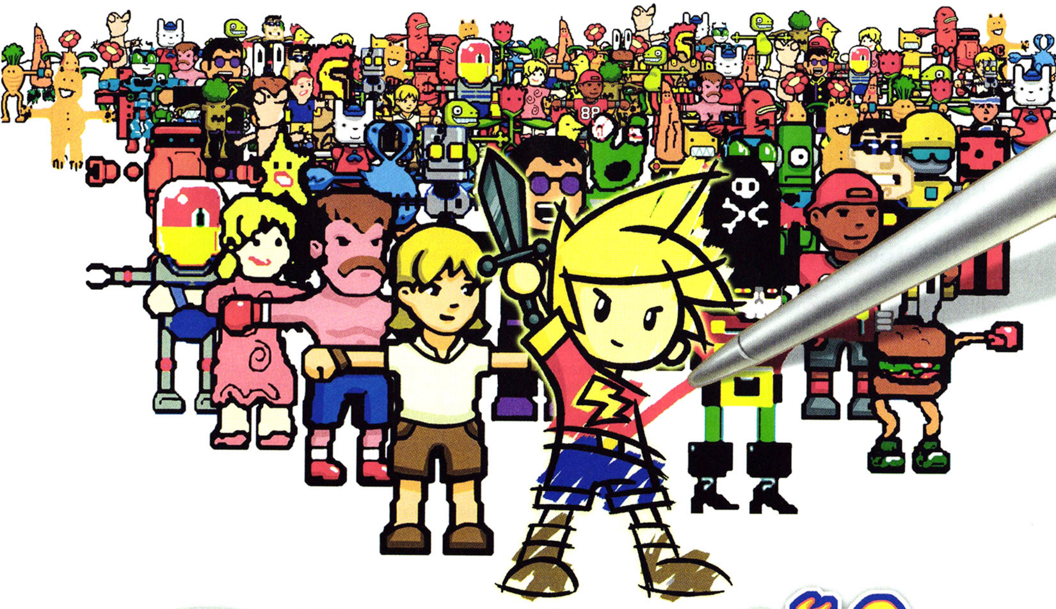


The Boss of You

The boss battles take up both screens and completely change the rules of combat. You may need to attack an unseen enemy using its own point of view (as in the screenshot below) or use your sword like a racket to volley energy balls back and forth with malevolent tennis partners. Take a few seconds during the start of each boss battle to locate health power-ups, smaller foes, and figure out the general mechanics of the battle. If you keep your wits about you, you're sure to find Tetra!



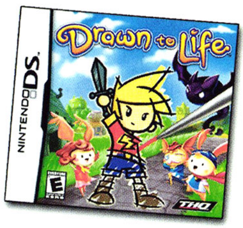
Your Hero. Your Adventure.



Drawn to Life™

Draw your own Hero, and then fly, swim and smash through exciting worlds!

Design vehicles, weapons, tools and more to assist you on your quest!



EVERYONE
E
Mild Cartoon Violence
ESRB CONTENT RATING www.esrb.org

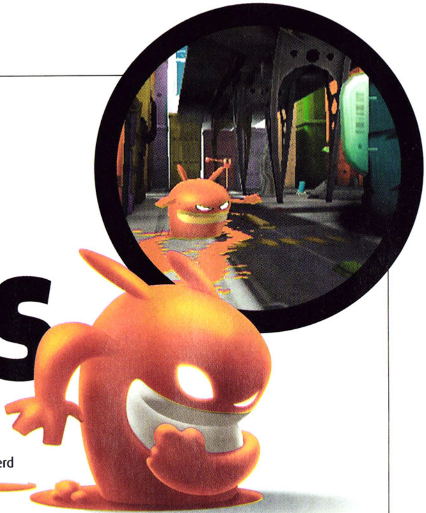
Exclusively For NINTENDO DS

PLAYTHQ.COM

THQ®

© 2007 THQ Inc. THQ, Drawn to Life and their respective logos are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners. TM, ® and the Nintendo DS Logo are trademarks of Nintendo. © 2004 Nintendo.

Outside the Lines



Producer Nick Hagger fills us in on the upcoming Wii colorfest **de Blob.**

By Chris Shepperd

Color us impressed—we can't get enough of the demo of THQ's new Wii title, de Blob. As a bright, paint-coated glob named the Blob, you're trying to make Chroma City a brighter place as the evil INK Corporation attempts to plunge the metropolis into a world of dull black and white. While de Blob may be a game about painting, it's definitely not by-the-numbers—innovative gameplay and Wii controls help set it apart. de Blob Producer Nick Hagger draws in the details.

Nintendo Power: de Blob began as a small independent project. How did it come to THQ's attention and then to your team?
Nick Hagger: de Blob began life as a student project for the city of Utrecht [in the Netherlands]. Jon Cartwright from THQ's Studio Australia saw the demo . . . shared it around with interested parties at THQ. We were excited when Steve Dauterman, who championed the title at THQ HQ, offered us the opportunity to develop the concept as a Wii exclusive.

NP: How has de Blob evolved from the original concept? How have you added to and expanded upon the initial core game?
NH: As a PC demo, de Blob was driven by a mouse. The game served up a mixture of trackball game control with the innovative game mechanic of painting a 3-D environment. The original demo focused on rolling and painting with some platform and puzzle elements. We have endeavored to stay true to the purity of the original game rules, but have modified it to make use of the Wii control suite. We really designed everything around the controller, and wanted to give the Blob more air time and allow him to explore the vertical environment as much as the horizontal. The Z-locking system allows for a fluid combat and platforming experience. Overall, the Wii control suite has completely redefined what the Blob does.

NP: What is the fundamental gameplay concept that makes de Blob appealing and fun?
NH: I guess the best way to answer this question is that de Blob makes gameplay a creative act—you feel like you're doing something cool and creative each time you play it, and that's pretty appealing, not to mention, a whole lot of fun.

NP: de Blob is bound to be compared to Katamari Damacy due to the game progression and roly-poly protagonist. What do you think of that?
NH: It's high praise indeed to be compared to Katamari. We really love that game—everything about it is just so stylish and fun. However, aside from the superficial similarities— the rolling and the size changing—they are two very different experiences.

One element which does invite comparison is the freshness of both games' visual style. Aside from Katamari's elegant design and brilliant gameplay, it has its own distinct look which makes it such an appealing package. When we started development of de Blob, the specifics of our deal with the city of Utrecht meant that we couldn't use the character or the city from the original demo. This then became an opportunity to make a completely fresh start with the visuals.

Early on in preproduction, we decided that de Blob's visual style would be drawn from the world of designer vinyl toys—it's a unique style; the characters and the world have a soft vinyl look. This direction felt right as it embodied so many of the urban elements that we wanted to bring to life in the game. It's a game about painting a city, right, but we wanted to get away from clichés; the player should feel as much a graphic designer as a graffiti artist.

NP: Can you give an explanation of the story? For starters, why does the INK Corporation want to turn everything into black and white? Also, where does the main character come from, and are there other main characters?
NH: Well, I don't want to give away too many spoilers here, but here's the story so far: The INK Corporation is turning everything black and white because they are stealing all the color, sending it off-world. The INKYs, footsoldiers of the Corporation, invaded Chroma City and enslaved the peaceful Raydians, happy colorful folks who live there. Comrade Black, leader of the INKYs, has outlawed happiness. All citizens have been issued identical uniforms, everyone must wear the dreaded INK suits—The Raydians have become Graydians. The "War on Color" is over and it appears that the INK Corporation has won.

However, some Raydians have refused to submit. These brave citizens have formed the "Color Resistance," an underground movement dedicated to overthrowing the tyranny of the INK Corporation. They have been looking for a hero, a noble soul who can lead the revolution and take the fight to the INKYs. Most of the revolutionaries have been captured and "converted." Things are looking grim for the Resistance, until they meet up with our hero, the Blob.

NP: We've played a limited demo version in which you attempt to score a certain number of points within a fixed amount of time. Will that be how most of the game works?
NH: The game is split up into Feature levels, Sprint levels, and Multiplayer arenas. The Feature levels tell the story of the liberation of Chroma City, in which the Blob and the Color Resistance reclaim the city piece by piece. Each feature level provides the player with a mixture of mission-based and free-form gameplay. The challenge is to build up a score, through a combination of the two aspects, within the time limit of the level and then to get away into the exit gate. The Sprint levels are short, single-objective levels where

the player must use the Blob to accomplish the challenge within one to three minutes. These levels are unlocked as you progress through the Feature levels. The Multiplayer arenas are designed for Blob vs. Blob combat.

NP: The level we've played is a big city. What other environments do you have planned as stages?
NH: The Blob rolls across the length and breadth of Chroma City, from downtown slums to uptown skyscrapers. He visits INK refineries, prisons, water-treatment plants, INKY HQ—he even takes a ride on a spaceship.

NP: The character seems to gain both size and viscosity the more paint he picks up. How does that factor into gameplay?
NH: The more paint the Blob consumes, the bigger the Blob gets. He has 10 size increments, which are needed for specific painting and combat challenges. In combat, the larger the Blob gets, the bigger the splash-damage radius. As the Blob gets bigger, he can splat more INKYs.

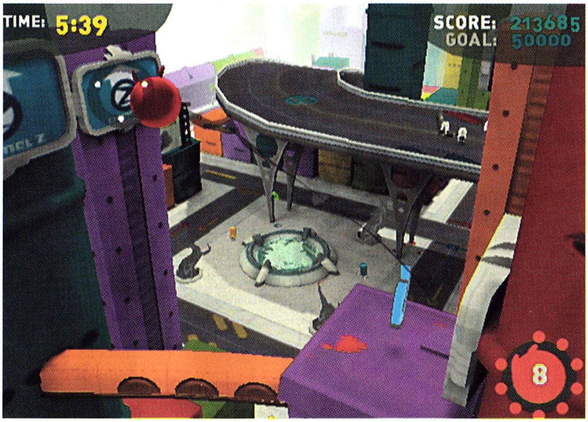
NP: Will there be more-subtle color variations available as you progress deeper into the game?
NH: We are using a vibrant palette from the outset, but there are also many shades of the colors available. For example, if you collect three red leechbots [the devices that change the Blob's color] in a row, you will find that you get a different shade of red with each selection. These differences in shading will then be inherited by any secondary colors that you mix, allowing a great variety of colors.

NP: All of the objectives currently require you to paint with a particular color. Will there be missions where you have to wash off "incorrect" colors, as well? And what other uses will water pools have besides washing off enemy gunk?
NH: The Blob never washes off colors—he just paints over them. Cleanliness is next to INKYness; the Blob is all about getting messy. Water pools are important to the Blob. He travels around Chroma City using the drainage tunnels; the resistance opens these tunnels for the Blob so that he can move freely around the city sectors. Water is also a hazard for the Blob. Especially when the resistance sends him to shut down the generators at INKY dam.

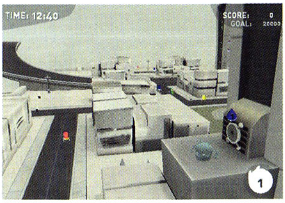
NP: When you activate specific "landmarks" by painting them the required color, they transform into musical devices (such as a microphone or a drum set). What role does music have in the story or gameplay? And will there be other artistic themes associated with future levels?
NH: Each level has a different transformation theme. These themes help explain what it is that the Blob is restoring to the world. In the demo level he is restoring music to the city. Other themes include art, sports, mythology. The Blob is giving back to the Raydians what the INK Corporation has taken away.

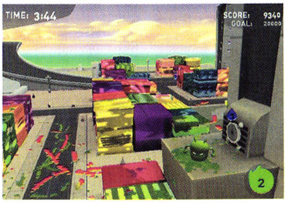
NP: We've seen a handful of enemies who are mostly variations of the government police. What other kinds of enemies and obstacles do you have planned?
NH: There are a host of INKY enemies to fight against. The INKYs come in a range of styles: foot patrol, highway patrol, and air patrol. Some INKYs are armed with ink throwers. There are elite INKYs who have made themselves immune to the effects of certain colors, who the Blob will need to watch out for. The INK Corporation provides their troops with the latest in anticolor weaponry: there are INK turrets; INK tanks, even INK helicopters. INKY also sets traps for the Blob around Chroma City: shock plates, sizzlers, and ink spikes are just some of the nasty surprises in store.

NP: Will there be bosses? How will those conflicts work?
NH: There is one boss, Comrade Black, and the battle uses the same mechanics as normal combat.



There's more to de Blob than just painting the town red—unleash your inner artist by making use of the whole color palette. Look up, down, and all around—all of Chroma City needs your help.

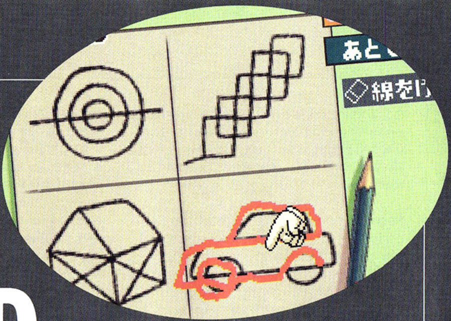




NP: How will the multiplayer mode function and how many players will it support?
NH: The multiplayer game supports up to four players in split-screen combat. There are five gameplay modes, including Blob vs. Blob paint match, Team Blob co-operative play, as well as Blob-on-the-Run—a crazy tag mode. We've got plenty of interesting arenas for the Blobs to play in. In each mode, the Blob selects a single color which then becomes that player's signature in the multiplayer game. The interactive music is a riot during multiplayer games, as each player is adding their chosen instrument to the background music as the fight to be number one.

NP: What is it about the Wii that made you want to adapt de Blob to the system?
NH: The Wii is an innovative platform, and we feel that the gameplay of de Blob is similarly innovative. It really feels like a good match because both the platform and the game speak equally to veteran gamers and newcomers. The controller setup, both remote and nunchuk, is such a natural fit for controlling our fearless Blob.

NP: How has the special functionality of the Wii remote shaped game design?
NH The Wii control suite has allowed us to start with a fresh approach to de Blob mechanics. In many existing Wii titles, the final controls seem forced onto the game as an afterthought. With de Blob, we started preproduction by focusing entirely on the controls. We built a sandbox level where we could play with a simple ball, and bounce it around in a 3-D environment. This let us tweak physics and controls at the outset, to see what control scheme could deliver the feelings of rolling, flying, and bouncing. We settled on squash ball-like physics, where gamers use the analog stick on the nunchuk to roll the Blob around town. To bounce the Blob you whack him with the Wii-mote. So the Blob moves like a bowling ball on the ground, but like a weighty squash ball in the air. This combination of remote and nunchuk allows for a fluid and natural experience.

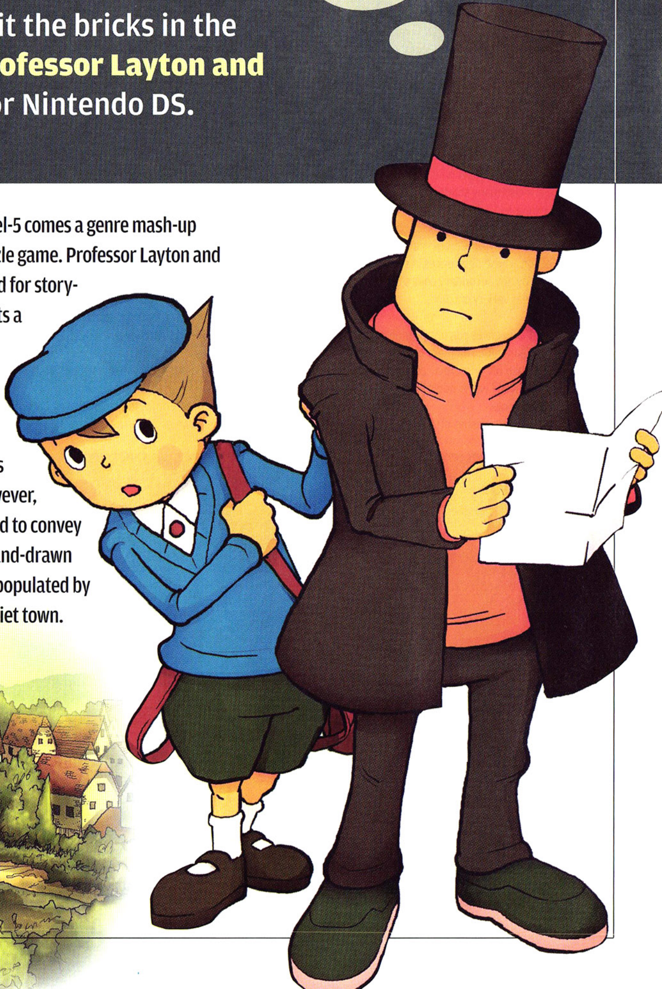


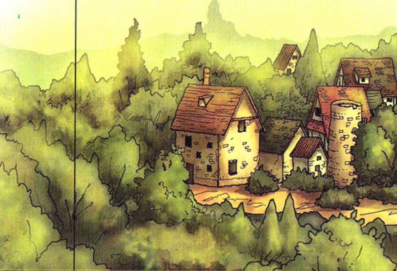
THEATER OF THE MIND

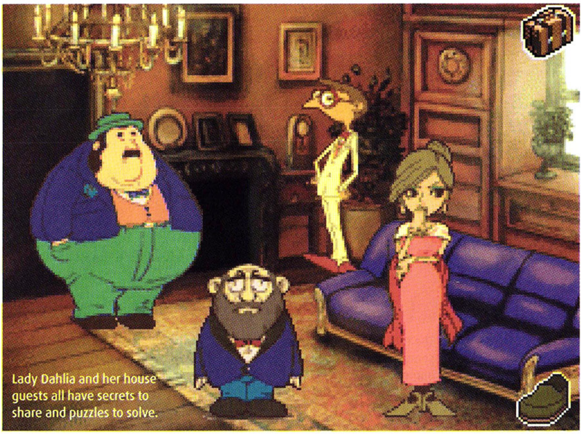
Rack your brain and hit the bricks in the puzzlish adventure **Professor Layton and the Curious Village** for Nintendo DS.

By Chris Shepperd

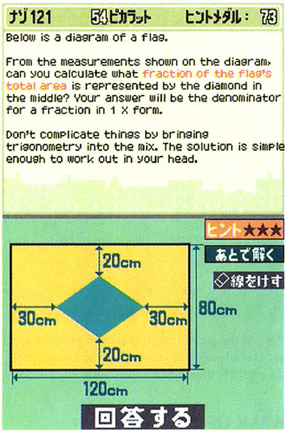
From Japanese development studio Level-5 comes a genre mash-up that's part mystery adventure, part puzzle game. Professor Layton and the Curious Village brings a fresh method for storytelling to the Nintendo DS, and represents a significant departure for a team previously known for straightforward RPGs such as PS2 titles Rogue Galaxy, Dark Cloud, and Dragon Quest VIII. Professor Layton does exhibit some of the qualities that Level-5 has become famous for, however, namely the ability to spin a good tale, and to convey consistent art design; the meticulous, hand-drawn town of St. Mystere springs to life when populated by the cheerfully bizarre denizens of the quiet town.







Lady Dahlia and her house guests all have secrets to share and puzzles to solve.



ナゾ121 54ピカラット ヒントメダル：73

Below is a diagram of a flag.

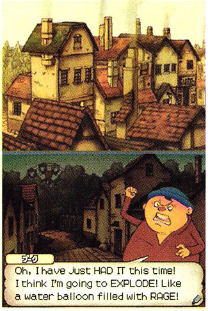
From the measurements shown on the diagram, can you calculate what fraction of the flag's total area is represented by the diamond in the middle? Your answer will be the denominator for a fraction in 1 X form.

Don't complicate things by bringing trigonometry into the mix. The solution is simple enough to work out in your head.

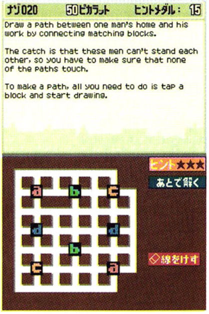
VILLAGE VOICES

Contained within Professor Layton and the Mysterious Village are over 120 small, challenging puzzles designed to stretch your cognitive ability to the limit. But what makes the game so captivating isn't just the dozens of brain-crunching puzzles, but also a compelling story that weaves them all together. You play as both the eponymous professor and his apprentice, Luke—the characters never split up, and their verbal interaction helps explain the intricate plot. The Victorian village of St. Mystere is a remote little town, whose benefactor was the wealthy, and recently deceased, Baron Reinhold. During the reading of his will, it is revealed that he has left a precious object called the Golden Apple somewhere in the hamlet—an object that he has never mentioned before in his life, and that the person who finds it will be allowed to keep it. While the chance to discover the Golden Apple has certainly piqued Professor Layton's curiosity, he decides to visit St. Mystere only after the Baron's widow, the beautiful Lady Dahlia, beckons him to help find the bequeathed item.

It doesn't take a genius like Professor Layton to notice that strange things are happening in St. Mystere. Shortly after his arrival, he is witness to a murder at Lady Dahlia's estate, a kidnapping on the street, and the impromptu appearance of an incompetent (and somewhat shady) inspector who spends more time shooing Layton away than solving any crimes. Lady Dahlia's sort of an odd one, herself—you learn that she's actually the baron's second wife, and she's a spitting image of his first. You also find out that the Baron's young daughter, Flora, disappeared a while back, too. Layton isn't the kind to give up on a good mystery—he and Luke head out to talk with the townsfolk to try and figure out what's going on, and whether the events are somehow related. It seems that every citizen in St. Mystere knows just a little bit about the happenings around town and, kind of like an Agatha Christie story, everyone seems a little suspicious, too. The townsfolk aren't used to talking to strangers—to loosen up their tongues, the duo usually have to solve one of their proposed riddles first. But the one topic that none of the villagers want to discuss is perhaps the biggest mystery of all—the giant tower rising from the middle of St. Mystere. You don't have to be in a hurry to hop from one story point to the next; in fact, you're encouraged to peek around the town at your leisure. But if you ever forget where you need to go next, you can look at a log of recent events to get you back on track.



Oh, I have Just HAD IT this time! I think I'm going to EXPLODE! Like a water balloon filled with RAGE!



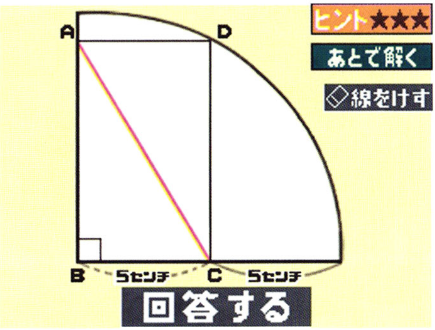
ナゾ020 50ピカラット ヒントメダル：15

Draw a path between one man's home and his work by connecting matching blocks.

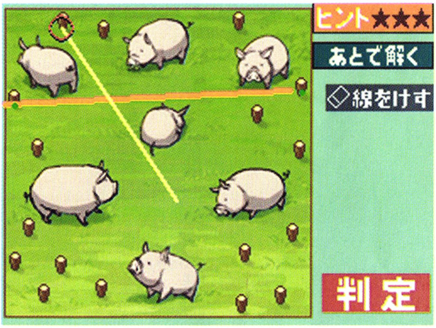
The catch is that these men can't stand each other, so you have to make sure that none of the paths touch.

To make a path, all you need to do is tap a block and start drawing.

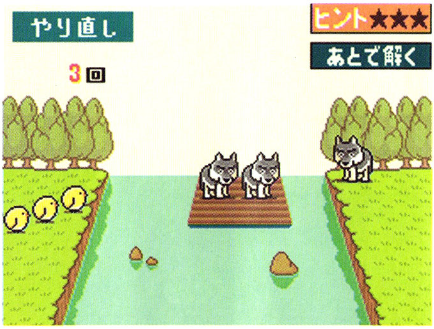
The themes of the puzzles are sometimes related to story events or to the characters that offer up their challenge. In the above scene, the angry guy doesn't get along with some of the other townsfolk; it's up to you to figure out how he and three other hotheads can get to and from work peacefully.



There are plenty of geometrical puzzles that will have you thinking you shouldn't have slept through trig. There's usually a simpler solution to the puzzle than you first think, however.



Many of the puzzles seem to provide you with less information than you think you should need. For example, in the above puzzle, you must separate all of the pigs into their own sections with only three straight pieces of rope.



The trial-and-error approach will get you to the right answer often enough on some puzzles, but move counters do a good job of shaming you into approaching problems from a more intuitive angle.

WALK OF THE TOWN

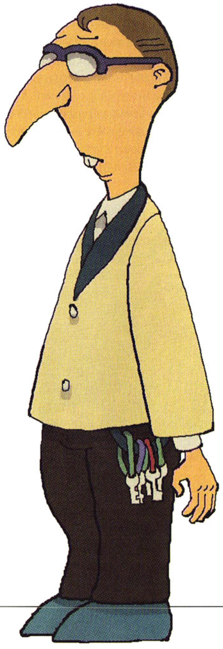
Exploring the town is simple: you can examine objects and talk to anyone in view by tapping on them with the stylus. You can also tap things in the background that you have a hunch might be hiding something special—you might discover a hidden puzzle or a secret item by clicking on an open window, for example. When you want to move to a different part of town, you tap on the foot icon in the corner; arrows will appear to show where you can go. And just because you've been through an area once doesn't mean you've found everything—sometimes new locations will open up and people will appear depending on where you are in the story.

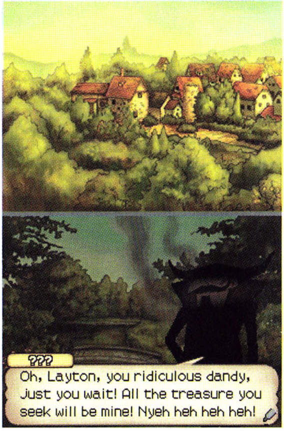
In addition to the types of establishments you'd expect in a small villa, such as an inn, a café, and a general store, St. Mystere has a few unique locations, too. For one, on the opposite end of town from Reinhold Manor (the late baron's enormous estate) is a condemned amusement park. It's locked up tight when you first visit it, but something tells you that you'll be returning to its entrance sooner or later. There's also a quirky old lady living near the middle of town named Granny Riddleton, and in her house is a tiny little shack. As you make your way through the game, you might miss an optional hidden puzzle or two—enter the little puzzle shack for your chance to solve the puzzles you may have overlooked.

THE GAMES ARE AFOOT

For the most part, you trigger puzzles by talking to folks around town; the people often won't cough up their knowledge until you try your hand at their riddle. You don't necessarily have to figure out the answer, however—if you're stumped and you want to keep moving, you can skip it until later. Don't try and skip all the puzzles just to see what happens next—some people won't let you pass until you've completed a requisite minimum number of riddles. You can also receive hints for real stumpers, but they'll cost you. Hidden around town are tokens called hint coins—if you find one, you can use it to unveil a clue about how to solve the puzzle at hand. The hint coins are limited, so it's best to give your best shot at a puzzle before resorting to asking for a clue.

The puzzles themselves are typically small in scope, but they're hardly child's play. Many of them are variations on classic logic problems; if you paid attention to mental exercises you had to do in grade school, these puzzles should seem familiar. For example, there's a well-known puzzle where you have to get three wolves and three chicks across a

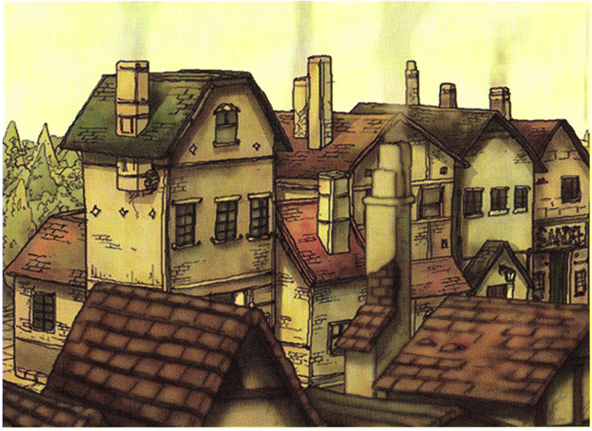




???

Oh, Layton, you ridiculous dandy, Just you wait! All the treasure you seek will be mine! Nyeh heh heh heh!

Layton might be beloved by most of the people in St. Mystere, but there are a few bad apples looking to spoil his glory.



The locations around the village are rendered from beautiful hand-drawn sketches.

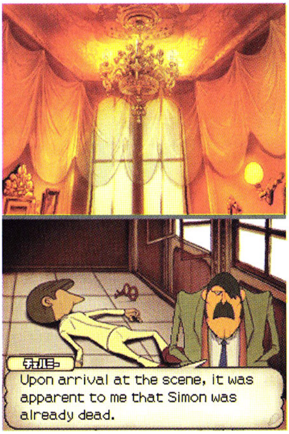
river, but you can't leave fewer chicks than wolves alone on one side of the river, and you can't carry more than two animals across at a time. There are also visual puzzles, such as one where you must examine an image of six interlocked rings, and figure out which ring to remove so that the remaining rings form an end-to-end chain. You'll also encounter sneaky puzzles of math and probability; you don't have to be a whiz with numbers to figure them out, though, as most of the puzzles can be done without pencil and paper. In fact, one common trait of many of the riddles is that they give you too much information in an effort to trick you—it's up to you to figure out what's relevant and what can be discarded. The puzzles get more and more difficult as you progress through the story, so be ready for some tough challenges by the time you reach the end.

As you are trying to solve a puzzle, all of the instructions remain on the top screen. The lower screen is where you actually solve the puzzle; sometimes you interact directly with the puzzle, such as when you are trying to guide a ball through a maze of sliding blocks. But when there's nothing to actually do other than examine the puzzle, you can still use the stylus like a pen on the bottom screen. Also on the bottom screen are tabs for when you want to refer to your hints. Each puzzle has three possible hints, but every hint you look at will cost you a hint coin. Unless you're sure you won't be able to figure out a puzzle, it's best to buy one hint at a time and see if you can solve the puzzle with the new information. The hints won't be displayed while you're looking at the problem, but you can go back and look at a hint as many times as you like after you've unlocked it.

In addition to the assortment of quick puzzles you'll find during your adventure, St. Mystere holds plenty of side tasks for you to complete. By completing these side tasks, you'll unlock additional, formidable challenges to attempt. There's a jigsaw puzzle that you'll find pieces to by completing puzzles within the village; once you find all the pieces, then you must assemble the picture to unlock the challenges. There's also an intricate puzzle centering on Layton and Luke's lodging at the inn. When they first move in, the rooms are a tad sparse, they'll find furniture to spruce up their spaces. They're both picky about their surroundings, so you'll have to divvy up the furnishings based on the clues the two heroes give you.

MISSING PIECES

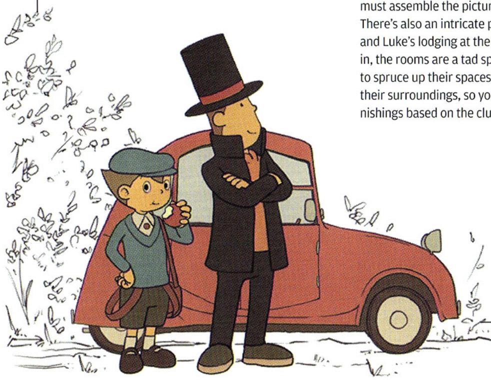
Beyond the small accomplishments for solving the many puzzles, the most rewarding aspect of Professor Layton and the Curious Village is following the shocking plot twists at the end of the game. Even better, the game is reportedly the first of a trilogy of puzzle titles, at least in Japan. We'll have to wait and see whether the follow-up titles will reach North America. But it's too early to speculate on the next game—there's way too many puzzles yet to solve.



チェルミー

Upon arrival at the scene, it was apparent to me that Simon was already dead.

Professor Layton has his hands full. It seems that the longer he stays in St. Mystere, the more terrible things seem to happen.



NINTENDO POWER

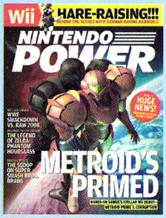
BACK ISSUES & PLAYER'S GUIDES

ORDER ONLINE AT store.nintendo.com OR CALL 1-800-255-3700

NINTENDO POWER MAGAZINE

Wii+DS The Best Games of E3
NINTENDO POWER
FAR OUT, MARIO!
COUNTDOWN TO SUPER MARIO GALAXY'S WII BLAST-OFF

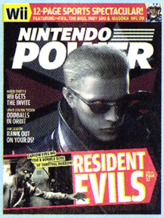
OCTOBER 2007, VOLUME 220
Reach for the Stars (Super Mario Galaxy), Art Attack (Metroid Prime 3: Corruption), War is Swell (Battalion Wars 2), You're Despicable (Looney Tunes: Duck Amuck), A New Age in Brain Training (Brain Age 2: More Training in Minutes a Day), Leader of the Pac (Namco Museum Remix), Deep Blue (Sonic Rush Adventure), Best of Show (E3), Power Profile Interview (Keiji Inafune), Mario Party DS, Mega Man ZX Advent, Final Fantasy Crystal Chronicles: Ring of Fates, Puzzle de Harvest Moon, Bleach: Shattered Blade, Bleach: The Blade of Fate, Phoenix Wright: Ace Attorney Trials and Tribulations, Ghost Squad, NBA Live 08, Front Mission, The Legend of Spyro: The Eternal Night, Indianapolis 500 Legends, Pinball Hall of Fame: The Williams Collection, River King: Mystic Valley, Crash of Titans, Dragon Ball Z: Budokai Tenkaichi 3.


Wii HARE-RAISING!!!
NINTENDO POWER
HUGE NEWS!
METROID'S PRIMED

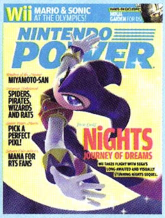
SEPTEMBER 2007, VOLUME 219
Beautiful Corruption (Metroid Prime 3: Corruption), The Main Event (WWE SmackDown vs. Raw 2008), Brawl Evolves, The Current State of Smash (Super Smash Bros. Brawl), Uncharted Waters (The Legend of Zelda: Phantom Hourglass), Rabbids Redux (Rayman Raving Rabbids 2), Clash is in Session (Naruto: Clash of Ninja Revolution), Year of the Hero (Rune Factory: A Fantasy Harvest Moon), Into the Light (Luminous Arc), Power Profile Interview (Koji "Iga" Igarashi), Super Mario Galaxy, Donkey Kong: Barrel Blast, Brain Age 2: More Training in Minutes a Day!, NiGHTS: Journey of Dreams, Chibi-Robo: Park Patrol, Flash Focus: Vision Training in Minutes a Day, Rayman Raving Rabbids 2, Turn it Around, Drawn to Life, Naruto: Path of the Ninja, Dance Dance Revolution Hottest Party, Operation: Vietnam, Namco Museum Remix.

Wii MAGIC! HARRY POTTER
NINTENDO POWER
SOULCALIBUR LEGENDS

AUGUST 2007, VOLUME 218
Soul Awakening (Soulcalibur Legends), Head of the Class (Big Brain Academy: Wii Degree), A Wizard's World (Harry Potter and the Order of the Phoenix), A Perfect 10 (Tomb Raider: Anniversary), Run-'n'-Gun Revival (Contra 4), Flight of Fantasy (Square Enix), Ninja Master (Tomonobu Itagaki interview), Samus Turns 20 (Metroid anniversary), Power Profile Interview (Eiji Aonuma), A New Angle (Geometry Wars: Galaxies), Battallion Wars II, Luminous Arc, Sonic Rush Adventure, Driver: Parallel Lines, Naruto: Clash of Ninja Revolution, Picross DS, DK: Jungle Climber, EA Playground, Boogie, Nervous Brickdown, Pet Alien, Manhunt 2.


Wii 12-PAGE SPORTS SPECTACULAR!
NINTENDO POWER
RESIDENT EVILS

JULY 2007, VOLUME 217
Evil to the Core (Resident Evil: Umbrella Chronicles, Resident Evil 4: Wii Edition), Wii Brought the Party (Mario Party 8), Wii Sports Preview (Madden NFL 08, Mario Strikers Charged, The Bigs, Legends of the Indy 500, FIFA Soccer 08), Treasure Trove (Project Treasure Island Z), Heavy Metal (Transformers), Pokémon Triple Feature (Pokémon Battle Revolution, Pokémon Diamond and Pearl, A Trainer's History), Space Oddity (Space Station Tycoon), Power Profile Interview (Koji Kondo), No Strings Attached (Jam Sessions), Hungry for Heroes (Goichi Suda interview), Dewy's Adventure, Mega Man Star Force, Looney Tunes: ACME Arsenal, Dynasty Warriors DS: Fighter's Battle, Harry Potter and the Order of the Phoenix, Hoshigami Remix: Ruining Blue Earth, Fullmetal Alchemist Trading Card Game, Scarface: The World is Yours, Counter Force.

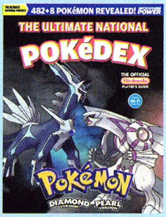

Wii MARIO & SONIC AT THE OLYMPICS!
NINTENDO POWER
MIYAMOTO-SAN
SPIDERS, PIRATES, WIZARDS AND RATS
PICK A PERFECT PIXL!
MANA FOR RTS FANS
NiGHTS JOURNEY OF DREAMS

JUNE 2007, VOLUME 216
Smash Files (Super Smash Bros. Brawl, Samus Aran: Zero Suit), Dreams Come True (Sega NiGHTS), Think Outside of the Box Office (Blockbuster Movie Titles), Sinnoh Suprises (Pokémon Diamond and Pokémon Pearl), Way Out There (Space Station Tycoon), Pump Up Your Pixls (Super Paper Mario), A Developing Revolution (The State of Nintendo: Wii Developers), Ready for War (Heroes of Mana), Enter the Ninja (Ninja Gaiden: Dragon Sword), Power Profile Interview (Shigeru Miyamoto), Geek Chic (Licensed products), Against the Grain (Rune Factory: A Harvest Moon Fantasy), Super Mario galaxy, Fire Emblem, The Legend of Zelda: Phantom Hourglass, Mario Strikers Charged, Pokémon Battle Revolution, Big Brain Academy, Cookie and Cream, Etrian Odyssey, Worms: Open Warfare 2, SimCity DS, Brothers in Arms DS, Impossible Mission DS, Mortal Kombat: Armageddon.

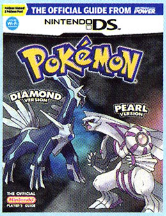
OFFICIAL NINTENDO PLAYER'S GUIDES

THE OFFICIAL GUIDE FROM NINTENDO POWER
Wii
Pokémon Battle Revolution

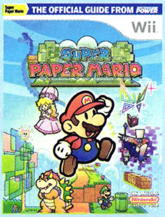
POKéMON BATTLE REVOLUTION


482+8 POKéMON REVEALED! NINTENDO POWER
THE ULTIMATE NATIONAL POKéDEX
Pokémon DIAMOND PEARL

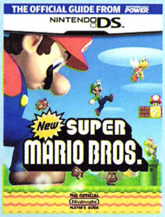
THE ULTIMATE NATIONAL POKéDEX


THE OFFICIAL GUIDE FROM NINTENDO POWER
NINTENDO DS
Pokémon
DIAMOND VERSION
PEARL VERSION

POKéMON DIAMOND AND POKéMON PEARL


THE OFFICIAL GUIDE FROM NINTENDO POWER
Wii
SUPER PAPER MARIO

SUPER PAPER MARIO


THE OFFICIAL GUIDE FROM NINTENDO POWER
NINTENDO DS
New SUPER MARIO BROS.

NEW SUPER MARIO BROS.

Wii

- THE LEGEND OF ZELDA: TWILIGHT PRINCESS

NINTENDO DS

- ANIMAL CROSSING: WILD WORLD
- PUPS: THE OFFICIAL NINTENDOGS COMPANION
- FINAL FANTASY IV ADVANCE
- MARIO & LUIGI: PARTNERS IN TIME
- METROID PRIME HUNTERS
- POKéMON RANGER
- POKéMON MYSTERY DUNGEON: BLUE/RED RESCUE TEAM
- YOSHI'S ISLAND DS

GAME BOY ADVANCE

- POKéMON EMERALD (GBA)

NINTENDO GAMECUBE

- POKéMON XD: GALE OF DARKNESS

Nintendo Power issues are available individually. Features in each issue are listed above. Use the Back Issue/Player's Guide Order Form in this issue to order past Nintendo Power issues and Player's Guides, call 1-800-255-3700 to order by phone, or visit store.nintendo.com to order online with VISA or MasterCard. Offer valid while supplies last! Please allow up to 2 weeks for delivery. Prices include shipping and handling. Prices subject to change without notice.

YOU FOUND THE OCARINA!

Sweet Potato Ocarina 5 holes (1 thumbhole, octave +1), includes Songbook/Tutorial/Songs from "The Legend of Zelda"	$39.95
Extended Range Sweet Potato 6 holes (2 thumbholes, octave + 4), includes Extended Range Songbook plus Songbook I/Tutorial/Songs from "The Legend of Zelda" series	$49.95
Extended Range Sweet Potato XL Bigger and deeper sounding! Same Songbooks as Extended Range	$59.95
Raku Pendant Ocarina (With necklace and songbook)	$24.95
Eagle Bone Flute (Cast in porcelain, simple to play, w/ necklace and playing instruction)	$29.95
Silk Carrying Case Padded w/ zipper, handle and embroidered dragons Fits all ocarinas	$5.95
Ocarina Enchantment CD Available for download only from our website	$9.95
Wishbone Flute Musical wishes bring horse tail swishes! Express your elf! Songbook included Flute is 5" long	$29.95
Extra Ocarina Songbooks Songbook II, Christmas Carols, Beatles for Extended Range	$2.95 ea

SHIPPING INFO

Shipping & Handling	$6	(2-3 weeks for delivery)
PRIORITY Shipping	$12	(2-7 biz days for delivery)

We ship via US Postal Service

Order via our Website or call Toll Free!
1-866-899-4046

Songbird Ocarinas

2731 East 11th St. Los Angeles, CA 90023
www.songbirdocarina.com

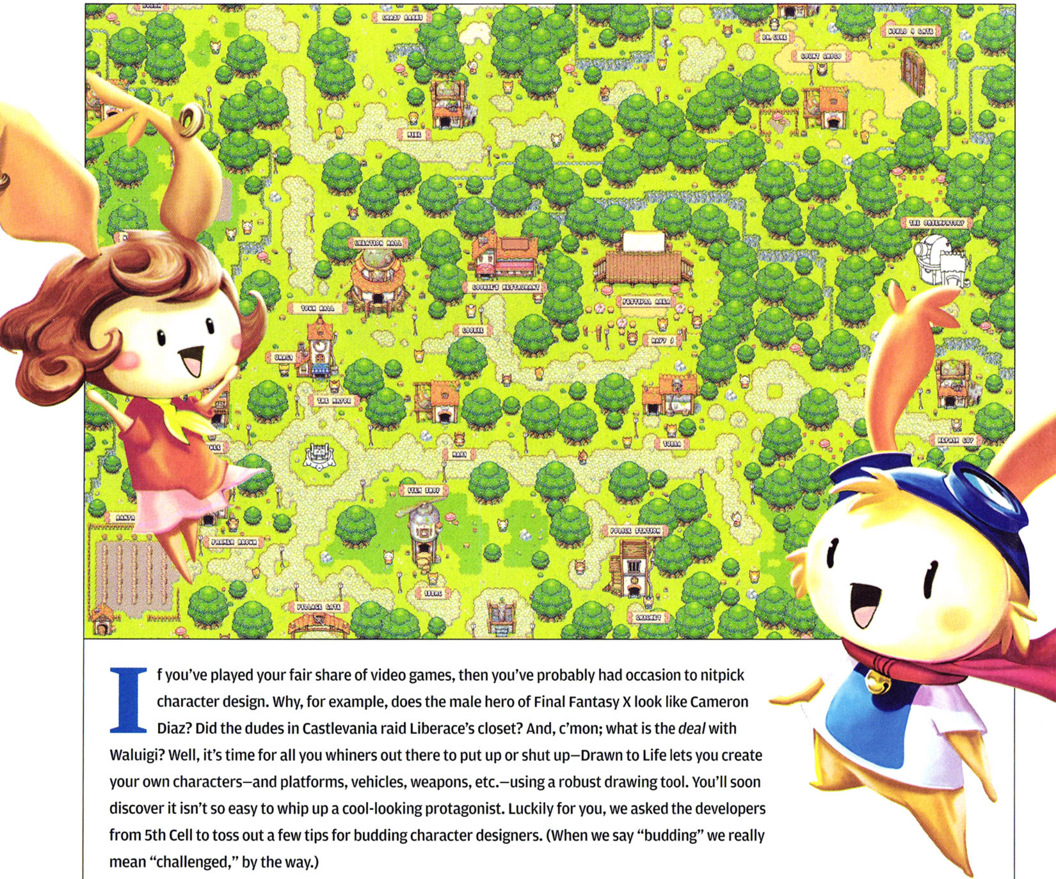
- Easy To Play
- Ceramic Flute
- Songbook/Tutorial Included
- Minuets, Serenades, Requiems
- Handmade in U.S.A.

Songbird Ocarinas is not affiliated with or endorsed by Nintendo of America, Inc.

LIFE DRAWING 101

THQ's **Drawn to Life** takes you out of your platforming comfort zone and drops you in front of a digital easel.

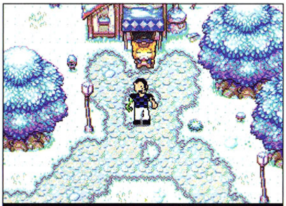
By Drew Williams


CRAZY BARRY
DR. CURE
WORLD 4 GATE
COUNT CROCO
MIKE
CREATION HALL
COOKIE'S RESTAURANT
THE OBSERVATORY
TOWN HALL
FESTIVAL AREA
COOKIE
NAVY J
WAGS
THE MAYOR
TUBBA
REPAIR GUY
MARI
ITEM SHOP
BANYA
POLICE STATION
FARMER BROWN
ISAAC
VILLAGE GATE
CRICKET

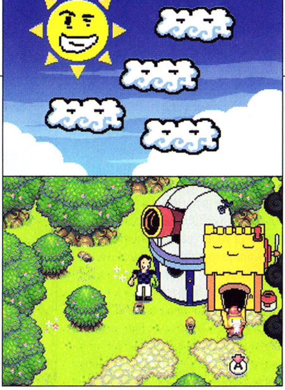
If you've played your fair share of video games, then you've probably had occasion to nitpick character design. Why, for example, does the male hero of Final Fantasy X look like Cameron Diaz? Did the dudes in Castlevania raid Liberace's closet? And, c'mon; what is the *deal* with Waluigi? Well, it's time for all you whiners out there to put up or shut up—Drawn to Life lets you create your own characters—and platforms, vehicles, weapons, etc.—using a robust drawing tool. You'll soon discover it isn't so easy to whip up a cool-looking protagonist. Luckily for you, we asked the developers from 5th Cell to toss out a few tips for budding character designers. (When we say "budding" we really mean "challenged," by the way.)

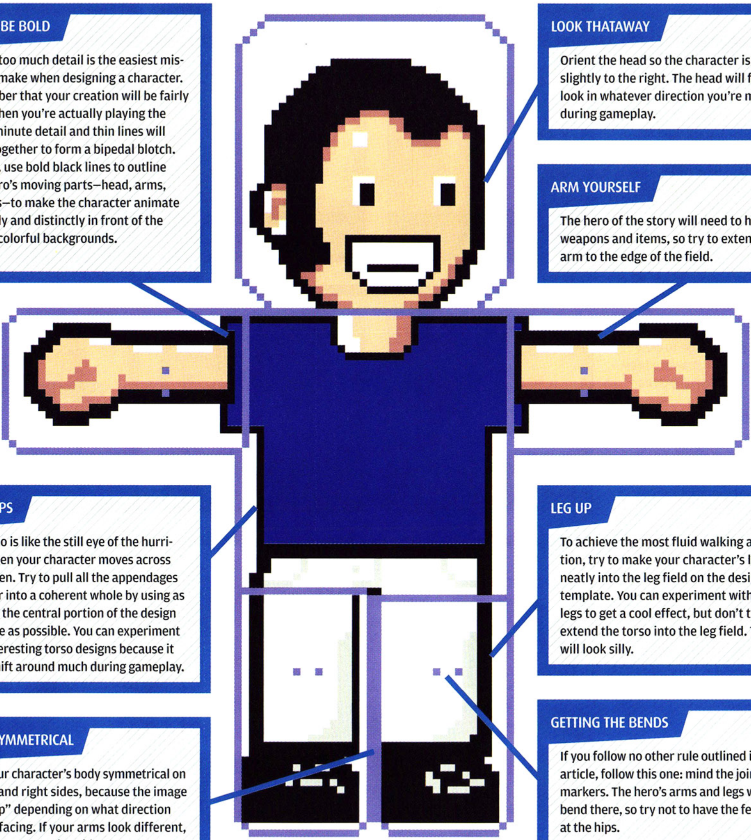
Welcome to the village, baby. You're gonna draaaaw.

Don't be misled by Drawn to Life's emphasis on art—this game is a proper platformer once you get your drawings squared away. Here's the backstory: the lovable, bunnylike Raposas need a hero after their creator (you) abandons them to a sunless, eternal winter. Their salvation rests on said hero's ability to jump through whimsical environments on clouds and springs, shoot snowballs, and stomp enemy craniums like an Italian plumber—so you'd better create a character who's up to the challenge. The diagram below gives you the basic elements that should make up any hero worth his pixels. For more-advanced drawing tips, check out our step-by-step guides on page 64.



Raposa Village—or "the RV" to those in the know—is a happy little place where everyone is slowly freezing to death since you abandoned them and let their sun burn out.





DARE TO BE BOLD

Adding too much detail is the easiest mistake to make when designing a character. Remember that your creation will be fairly small when you're actually playing the game: minute detail and thin lines will blend together to form a bipedal blotch. Instead, use bold black lines to outline your hero's moving parts—head, arms, and legs—to make the character animate smoothly and distinctly in front of the game's colorful backgrounds.

LOOK THATAWAY

Orient the head so the character is looking slightly to the right. The head will flop to look in whatever direction you're moving during gameplay.

ARM YOURSELF

The hero of the story will need to hold weapons and items, so try to extend his arm to the edge of the field.

TORSO TIPS

The torso is like the still eye of the hurricane when your character moves across the screen. Try to pull all the appendages together into a coherent whole by using as much of the central portion of the design template as possible. You can experiment with interesting torso designs because it won't shift around much during gameplay.

LEG UP

To achieve the most fluid walking animation, try to make your character's legs fit neatly into the leg field on the design template. You can experiment with longer legs to get a cool effect, but don't try to extend the torso into the leg field. That will look silly.

KEEP IT SYMMETRICAL

Keep your character's body symmetrical on the left and right sides, because the image will "flop" depending on what direction you are facing. If your arms look different, they'll keep swapping sides as you move.

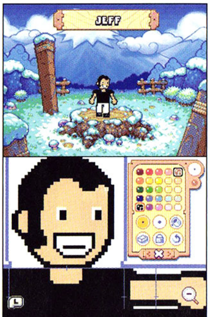
GETTING THE BENDS

If you follow no other rule outlined in this article, follow this one: mind the joint markers. The hero's arms and legs will bend there, so try not to have the feet begin at the hips.

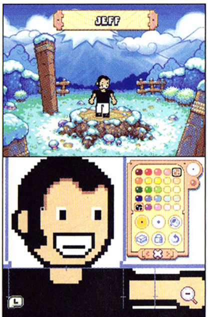
© 2007 THQ Inc. THQ, Drawn to Life and their respective logos are ademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners.

Lock and Shade

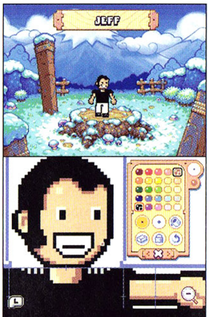
Adding shading and accents to your character will give it a professional look, but you need to be careful that you don't screw up your original drawing while you experiment with different colors. Typically, you'll draw the outline of your creation in black, so you want to lock that color in place while you shade. While the drawing color is set to black, tap the lock icon, then tap the color you want to use for shading. Usually gray or a light brown is best for adding contours to skin near a character's hairline, nose, chin, elbow, whatever. You can use lighter shades of brown to add even more texture to skin tones.



In most cases, you'll use black to create your character's outline.



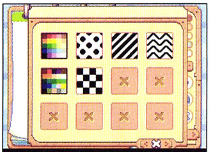
Lock black in place using the lock icon, then start shading.



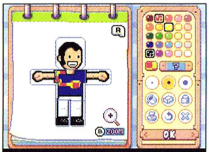
Use several shades of brown to add texture to facial features.

Dress Like a Jockey

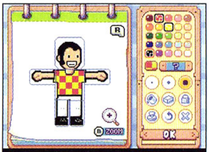
You can buy several preset patterns in the Raposa Village shop during gameplay. In most cases, you'll want to apply the patterns—polka dots, chevrons, and so on to clothing. You can select patterns using the palette menu when you have zoomed out from the design template.



Pick the pattern you want to apply to your character.



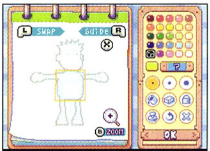
Select colors for the pattern you've assigned to the palette.



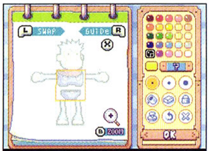
Ta-dah! Now your hero is wearing a really ugly shirt!

Mix and Match

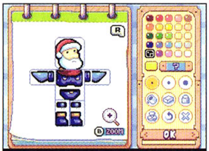
You don't necessarily have to draw your own character in Drawn to Life—you can use predrawn guide characters, then mix and match body parts. Just hit the R Button to bring up the guides, and push the L Button to enter swap mode, then cycle through the body-part fields with up and down, and through the character parts with left and right.



Start with the monkey guide drawing, then add body parts.



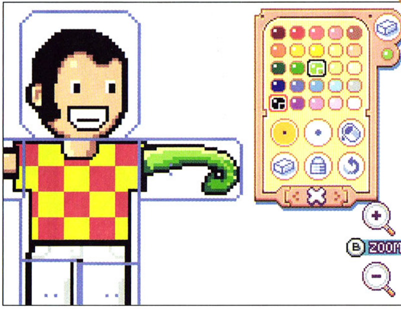
You can mix and match until you get the freaky look you desire.



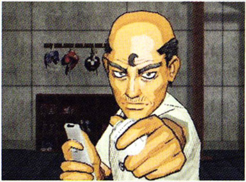
When you're done, tap the X Button to create your character.

Hero in Repose-a

Now that you understand the basics of character design in Drawn to Life, why not try experimenting with the character-creation interface to create more unusual heroes? The cross-shape template clearly favors human-ish bipeds, but who's to say you couldn't create an octopus or a mouse on springs instead? The Raposas don't care what their hero looks like, as long he saves them. Wouldn't it be great if life were really like that?



DON'T PULL YOUR PUNCHES.



Put up your dukes!

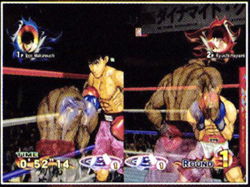
Grab your Wii Remote™ and Nunchuk™ and start swinging for amazingly realistic boxing control.

VICTORIOUS BOXERS REVOLUTION

TIME
1'37"14
ROUND 1

Pick your Pugilist!

Choose from 25 different fighters, each with their own style, special moves, techniques and storyline.



Step into the Ring!

Master a variety of fighting modes and 30+ special moves, battle up the ranks and claim the pro boxing championship!

TEEN
T
CONTENT RATED BY ESRB
Blood
Cartoon Violence

XSEED GAMES JKS
www.xseedgames.com

www.victoriousboxersrevolution.com

Wii™

© Jyoji Morikawa/Kodansha, VAP, NTV. © 2007 AQ Interactive/Kodansha.
Developed by Grand Prix. Wii, Wii Remote and Nunchuk are trademarks of Nintendo.
The ratings icon is a trademark of the Entertainment Software Association.

TREASURE AHOY!

Set your course for adventure with The Legend of Zelda: Phantom Hourglass.

NINTENDO POWER PLAYER'S POLL SWEEPSTAKES

November 2007

GRAND PRIZE

10 WINNERS!

Ten Grand Prize winners will set sail for the grandest adventure yet on Nintendo DS—The Legend of Zelda: Phantom Hourglass—and they'll do so at the helm of their new Polar White Nintendo DS.

NINTENDO DS
Wi-Fi
THE LEGEND OF ZELDA
Phantom Hourglass
EVERYONE
E
Nintendo

SECOND PRIZE

25 WINNERS!

Twenty-five lucky adventurers will experience Link's thrilling new all-stylus action with their own copies of The Legend of Zelda: Phantom Hourglass.

THIRD PRIZE

50 WINNERS!

Fifty readers will treasure NP's stylish T-shirt, but you can't win if you don't enter!

Wii
NINTENDO POWER

EVERYONE
E
Fantasy Violence
CONTENT RATED BY ESRB

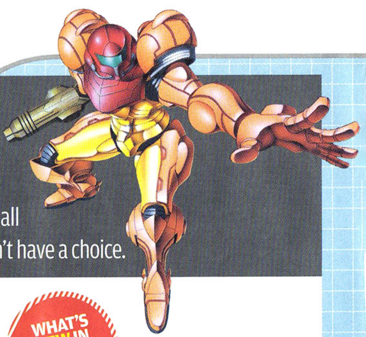
OFFICIAL SWEEPSTAKES RULES

NO PURCHASE NECESSARY. PURCHASE WILL NOT IMPROVE ODDS OF WINNING. Only legal U.S. or Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("Sponsor") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter, either fill out and mail in the Player's Poll entry form or print your name, address, telephone number and the words "Zelda: Phantom Hourglass" on a 4" x 6" postcard, and mail the entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 221
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per household. To be eligible to win a prize, entries must be completed and received by Sponsor by 11/01/07 ("Entry Deadline"). Sponsor is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond Sponsor's control; or (c) printing or typographical errors. On or about 11/20/07, winners will be randomly drawn from all eligible entries received by the Entry Deadline. Canadian entrants may be required to correctly answer a timed skill testing question to claim a prize. Sponsor will attempt to notify winners by mail by 12/20/07. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners (and if winner is a minor, his or her parent/legal guardian) consent to Sponsor's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on total number of eligible entries received. Many will enter, a total of 85 will win. No transfer or substitution of prizes permitted, except that Sponsor may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 12/20/07) a list of winners, send your request to the address above. VT residents may omit return postage. Grand Prizes: Ten (10) Grand Prize winners will each receive one (1) DS Lite video game system (Polar White), one (1) copy of The Legend of Zelda: Phantom Hourglass. Approximate Retail Value (ARV) of Grand prize package is $164.98. Second Prizes: Twenty-five (25) Second Prize winners will each receive one (1) copy of The Legend of Zelda: Phantom Hourglass. ARV of Second Prize is $34.99 each. Third Prizes: Fifty (50) Third Prize winners will each receive one (1) official Nintendo Power T-shirt. ARV of Third Prize is $10.00 each. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. Affidavit not returned to Sponsor within 20 days after notice, will result in prize forfeiture. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). YOU, OR IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS AGREE TO INDEMNIFY EACH OF THE RELEASED PARTIES FROM ANY SUCH CLAIMS, COSTS, INJURIES, LOSSES OR DAMAGES SUFFERED BY YOU. Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Sweepstakes at any time if causes beyond Sponsor's control affect the administration of the Sweepstakes or Sponsor otherwise becomes (in its sole discretion) incapable of running the Sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Sweepstakes and all accompanying materials are Copyright © 2007 by Nintendo of America Inc.

The Sweepstakes and these Official Rules will be governed, construed and interpreted under the laws of the State of Washington. Entrants agree to be bound by these Official Rules and by the decisions of Sponsor, which are final and binding in all respects. Entrants who violate these Official Rules, tamper with the operation of the Sweepstakes or engage in any conduct that is detrimental or unfair to Sponsor, the Sweepstakes or any other entrant (in each case as determined in Sponsor's sole discretion) are subject to disqualification from entry into the Sweepstakes. Sponsor reserves the right to lock out persons whose eligibility is in question or who have been disqualified or are otherwise ineligible to enter the Sweepstakes.



Embarrassment of Riches

You'll notice a lot of Staff Picks in this month's Channels column, but with all the excellent recent releases (including two Metroid games), we really didn't have a choice.

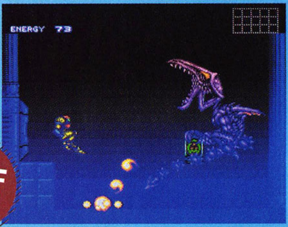
VIRTUAL CONSOLE

WHAT'S NEW IN RETRO GAMING!

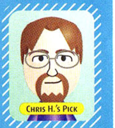
VIRTUAL CONSOLE FEATURED PICK

SUPER METROID

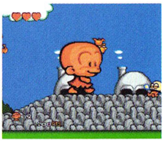
PLATFORM: **SUPER NES**
PUBLISHER: **NINTENDO**
GENRE: **ADVENTURE**
ORIGINAL RELEASE: **1994**



STAFF PICK!


CHRIS H.'S PICK

Super Metroid, the third chapter of Samus Aran's bounty-hunting saga, was the game that launched the Metroid series into the stratosphere. Building upon the series' foundation of sci-fi exploration and action, Super Metroid set a new standard for side-scrolling adventure games through absolutely brilliant nonlinear level design and a fantastic array of equipment. A lot of hyperbole gets thrown around when it comes to video games, but Super Metroid stands up to the hype and the test of time. It's truly one of the very best.

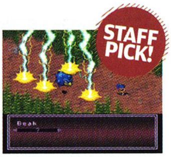


BONK III: BONK'S BIG ADVENTURE

PLATFORM: **TURBOGRAFX16**
PUBLISHER: **HUDSON**
GENRE: **PLATFORMER**
ORIGINAL RELEASE: **1993**

WHAT: The Turbo's mascot returns for a third platforming romp. The hook with this one is that the hardheaded caveman can grow super-huge.

WHY: Bonk's adventures don't hold up as well as those of former rivals Mario and Sonic. Still, the big, colorful sprites impress, and there are lots of hidden routes to explore. —ST



STAFF PICK!

BREATH OF FIRE II

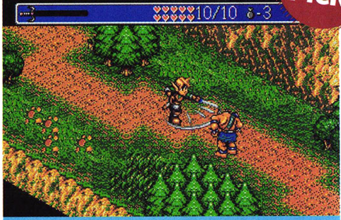
PLATFORM: **SUPER NES**
PUBLISHER: **CAPCOM**
GENRE: **RPG**
ORIGINAL RELEASE: **1995**

WHAT: A classic RPG in every sense, from an extensive battle system to an overly complex story. You better have some time on your hands for this lengthy title.

WHY: Square might have reigned supreme in the 16-bit RPG era, but they weren't the only ones; Capcom knew how to deliver to hard-core gamers even back then. —CS

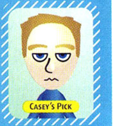
VIRTUAL CONSOLE SPOTLIGHT

STAFF PICK!



LANDSTALKER

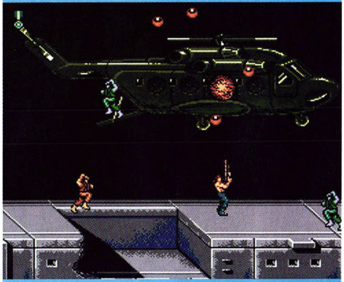
PLATFORM: **SEGA GENESIS**
PUBLISHER: **SEGA**
GENRE: **ADVENTURE**
ORIGINAL RELEASE: **1993**


CASEY'S PICK

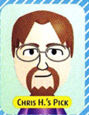
Thanks to its fast-paced dungeons and isometric perspective, Landstalker was one of the first action-RPGs that didn't feel like a transparent rip-off of Zelda. The diagonal orientation of everything made for some tricky jumping parts, but the game feels great with the Classic Controller—better than it ever did on the Genesis!

15
Games

VIRTUAL CONSOLE SPOTLIGHT



SUPER C



Platform: NES
Publisher: Konami
Genre: Shooter
Original Release: 1990

STAFF PICK!

Even after all these years, there's no better series than Contra when it comes to run-'n'-gun action. Super C actually improved upon the arcade Super Contra with additional levels (bringing the total to eight), each offering intense thumb-blistering fun and challenging bosses. Two-player co-op and a mix of side-scrolling and top-down stages made the experience even better. Now that we've got this and Contra III, we just need Konami to release the original Contra on Virtual Console.

STAFF PICK!

GHOULS 'N GHOSTS

Platform: Sega Genesis
Publisher: Capcom
Genre: Action
Original Release: 1989

WHAT: The 16-bit sequel to horror/fantasy action game Ghosts 'n Goblins. It looks better, sounds better, and plays better than the original.

WHY: Ghouls 'n Ghosts is arguably the best game in the series, partially due to its slightly less infuriating difficulty level. —**CH**

STAFF PICK!

METROID

Platform: NES
Publisher: Nintendo
Genre: Adventure
Original Release: 1987

WHAT: One of the most influential games in history, the original Metroid mixed action, exploration, and puzzles in ways no game ever had before.

WHY: If this isn't already in your collection (it's also included with Metroid: Zero Mission and the original Metroid Prime), it really needs to be. —**CL**

NEUTOPIA

Platform: TurboGrafx16
Publisher: Hudson
Genre: Adventure
Original Release: 1990

WHAT: More or less the TurboGrafx16's answer to The Legend of Zelda.

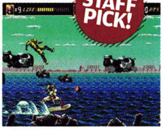
WHY: Neutopia might not quite have the depth or name recognition of Zelda, but it offers solid top-down fantasy thrills. You can spend hours exploring the game's dungeons and overworld searching for secrets. —**CH**

SHINING IN THE DARKNESS

Platform: Sega Genesis
Publisher: Sega
Genre: RPG
Original Release: 1991

WHAT: This first-person RPG was the original game in Sega's long-running (and extremely varied) Shining series.

WHY: It certainly doesn't reach the same heights attained by the Shining Force titles, but Shining in the Darkness is a solid adventure that establishes many of the brand's trademarks. —**ST**



STAFF PICK!

SHINOBI III: RETURN OF THE NINJA MASTER

Platform: Sega Genesis
Publisher: Sega
Genre: Action
Original Release: 1993

WHAT: The first Shinobi game to hit the Virtual Console is one of the franchise's best. One side-scrolling stage has you chucking shuriken from a surfboard.

WHY: New gameplay elements, such as ceiling grappling and vehicle stages, add even more variety to the ninja-tastic series. —**CS**

WAVERACE 64

Platform: Nintendo 64
Publisher: Nintendo
Genre: Racing
Original Release: 1996

WHAT: Originally something of a graphics showcase for the N64, the sensation of speed over the choppy waves holds up surprisingly well.

WHY: There's a lot more to this game than you might remember—a bunch of shortcut-filled courses, freestyle modes, and a decent multiplayer mode add a surprising amount of value. —**CS**

VIRTUAL CONSOLE: ALSO AVAILABLE

Curses—we're out of room. We didn't have space to include the details on these titles, but check them out anyway!

ADVENTURE ISLAND

Platform: NES
Publisher: Hudson
Genre: Platformer
Original Release: 1988

ADVENTURES OF LOLO

Platform: NES
Publisher: HAL Laboratory
Genre: Action/Puzzle
Original Release: 1989

STAFF PICK!

CRATERMAZE

Platform: TurboGrafx16
Publisher: Hudson
Genre: Action
Original Release: 1990

GALAGA '90

Platform: TurboGrafx16
Publisher: Namco Bandai
Genre: Shooter
Original Release: 1989

Another Spin

Tecmo revisits a legendary adventure and allows gamers to brandish the Diskarmor like never before in **Rygar: Battle of Argus.**

By Steve Thomason

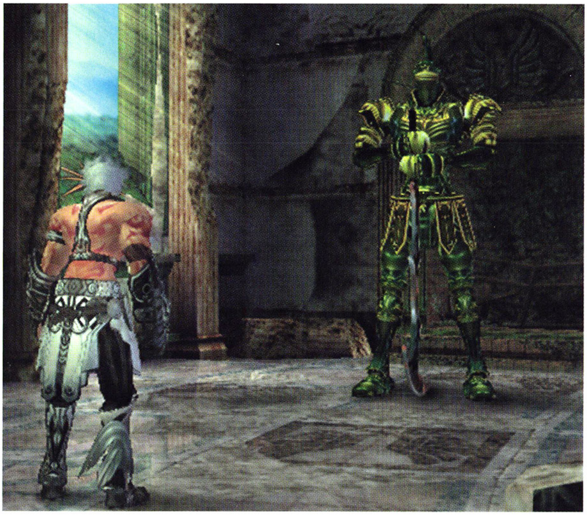
Before Ninja Gaiden found new life on the Xbox, Tecmo attempted to resurrect one of its other classic franchises with the 2002 release of Rygar: The Legendary Adventure for PlayStation 2. Though the game didn't exactly burn up the sales charts, it was critically acclaimed for its excellent presentation, superb level design, and above all, the joy of wielding the Diskarmor. The franchise's iconic weapon (essentially a shield attached to the end of a chain) moved with a wonderful fluidity, and produced some of the most satisfying combat this side of Devil May Cry. This fall Tecmo will give its overlooked gem a second chance in the form of Rygar: Battle of Argus for Wii. We recently spoke with producer Keisuke Kikuchi about what to expect from the remake.

Nintendo Power: How much does Battle of Argus have in common with Rygar: The Legendary Adventure for PS2? Is it a remake or an all-new game?
Keisuke Kikuchi: The concept of Rygar: The Battle of Argus is to provide new gameplay in which players feel the action by making the most of the contents (background and story) from The Legendary Adventure and taking advantage of the Wii remote.

NP: What exactly has been changed or added for the Wii game?
KK: We have prepared a Gladiator Mode, which totally focuses on the Wii remote swing action. In accordance with the mode, we have changed the main character's design, added new enemies, new effects, and rearranged the enemies. We are sure that those who have played the previous game can experience a brand-new Rygar.

NP: Was there anything from The Legendary Adventure that you specifically wanted to improve upon with the new game?
KK: It was pointed out from all over the world that we had too many Rollers, a bug-type enemy, in the previous title so we decided to start with the rearrangement of the enemies. Since we realized that we were short on the variety of humanoid enemies compared to other action games, we reinforced them. Those enemies are bigger than the main character. By highlighting "conquer the giant enemy with the Diskarmor," we made the actions involved in accomplishing this a pleasure. Also, by redesigning the main character to look more muscular and adjusting the tempo of the attack performed using the Wii remote, we have succeeded in creating a little bit of time for the player to enjoy the response of each attack and to visually feel the heaviness of each attack. Moreover, we have prepared new attack skills that come into effect only when the Wii Remote is swung very fast. Those new attack skills are enhanced with special effects that provide a more intense sense of fulfillment for the players.

NP: Can you describe how the controls work?
KK: In "Conquest Mode," which proceeds along with the story, actions can be performed by pressing the A Button and B Button then swinging the Wii remote for the combination finishing blow. In Gladiator Mode, all attacks can be produced by swinging the Wii remote, and the swing speed directly affects the



power of the attacks. We are making adjustments to make this as instinctive as possible.

NP: Has the hero learned any new moves or abilities since the previous game?
KK: Players can create a godlike attack from each of the three types of attacks by swinging the remote as fast as possible.

NP: Can you talk a little bit about the thinking that went into the main character's redesign, particularly his stark white hair?
KK: We made him look more powerful and exposed his muscles according to the concept. The new color of his hair stands out, as well as his muscles, to draw people's attention.

NP: Some of the screens we've seen show a "Muscle Bonus." Can you tell us what that's about?
KK: That is called a "Champion Bonus" in the North American version. Players can get jewelry when they defeat enemies in Gladiator Mode, and we call these bonus points earned a "Champion Bonus." Also, if players keep swinging the remote fast and defeating enemies without suffering any damage, they will be able to get jewelry more easily and earn upgrades. In order to get the high score, players must full-swing the Wii remote all the time.

NP: Why did you decide to develop Battle of Argus for Wii? What do you think Nintendo's console can bring to the Rygar experience that other consoles can't?
KK: In the first place, the compatibility of the weapon, the Diskarmor, and the Wii remote motivated us to develop this game. I thought that among all action games, the motion of swinging the Wii remote and that of the main character in Rygar is surprisingly similar. Last year, I swung the Wii remote in various ways during the development of Super Swing Golf and since then I had thought to myself "We can use it with Rygar!" By adapting Rygar to Wii, it is a rebirth and it lets players literally experience the action of the hero.

NP: What has the Battle of Argus team worked on previously, and how have those experiences helped you with this title?
KK: I have produced a wide range of games, from the horror-game series Fatal Frame, to the horse-racing game Gallop Racer, the golf game for the Wii, Super Swing Golf, and the trap-game series Deception. I have always composed my entire projects based on one unique idea. The Wii remote swing action is the one for this game.

NP: Why is the Greco-Roman theme important to Rygar, and what do you feel it brings to the series?
KK: There is a place called Argus in Greece. The magnificence and desolate monuments there are just perfect for the Greco-Roman world. This theme lets the Rygar series have extraordinary stories as well as attractive stages.

NP: The soundtrack for The Legendary Adventure was performed by a full symphony. Can we expect a similar treatment for Battle of Argus?
KK: The opening theme of this title is based on Rygar's theme but even more dynamic and up-tempo. We have left the magnificence of the orchestra and added the concept of this title to it.

NP: Rygar has been a much-beloved series for a long time. What do you feel is the essence, or the most important aspects of a Rygar title, and how does Battle of Argus reflect those?
KK: Through button operations, the Diskarmor popped out and blasted off the enemies, which was refreshingly fun. In BoA, we would like to enforce that feeling by actually swinging the Wii remote.

NP: Thanks for taking the time to talk to us. Is there anything else you would like our readers to know about Rygar: Battle of Argus?
KK: There are many new elements in terms of characters, techniques, and game modes, but like other Wii games, it's all about experiencing. We have been devoting ourselves to developing toward an end-of-the-year release, so keep practicing your swing and be prepared for Rygar!

MATH PLAY™

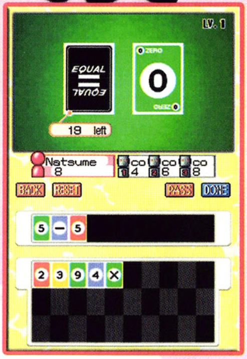
It All Adds Up To Great Fun!

Put your math skills to the test as you arrange colorful numbered cards and create equations in four challenging game play modes. With a variety of difficulty levels, competitive multiplayer action and addictive puzzle play. Math Play is a wonderful game for the whole family, young and old alike. No matter how you play, it adds up to great fun!

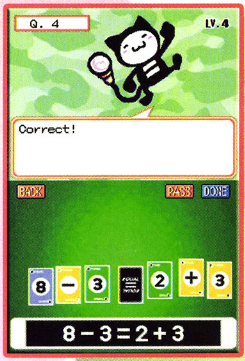
8 EIGHT
8
MINUS
−
3 THREE
3
EQUAL
EQUAL
5 FIVE
5

- 4 Brain Boosting Game Modes!
- Innovative Touch Screen Controls!
- Single-Card Download Multiplayer Fun!

Coming September 2007!



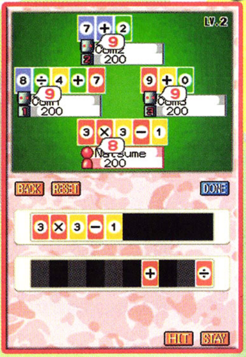
LV. 1
EQUAL
EQUAL
ZERO
0
ZERO
19 left
Natsume 8
co 4
co 6
co 8
BACK
RESET
PASS
DONE
5 − 5
2 3 9 4 ×



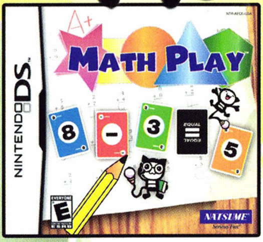
Q. 4
LV.4
BACK
PASS
DONE
8 − 3 EQUAL 2 + 3

Correct!

8 − 3 = 2 + 3



LV.2
7 + 2
9
Com2 200
8 ÷ 4 + 7
9
Com1 200
9 + 0
9
Com3 200
3 × 3 − 1
8
Natsume 200
BACK
RESET
DONE
3 × 3 − 1
+
÷
HIT
STAY



NINTENDO DS
A+
MATH PLAY
8
−
3
EQUAL
5
EVERYONE
E
NATSUME
Serious Fun

EVERYONE
E
Visit www.esrb.org for more ratings information.
ESRB CONTENT RATING www.esrb.org

NINTENDO DS™

www.natsume.com

NATSUME®
Serious Fun®

Licensed by Nintendo. Nintendo and Nintendo DS are trademarks of Nintendo. ©2001 Nintendo. Natsume and Serious Fun are registered trademarks of Natsume Inc. Math Play is a trademark of Natsume Inc. ©2007 Natsume Inc. ©2007 Equalcard Association. All Rights Reserved. The ratings icon is a registered trademark of the Entertainment Software Association.

Rune Factory

A Fantasy Harvest Moon

"8.4 Impressive - Harvest Moon is reborn on DS, and it's one of the best of the series."
-DS.IGN.com

From the universe of Harvest Moon comes a different farming adventure...

Till the land, grow crops, catch fish, make friends and *battle monsters!* Battling against fierce beasts is very important for your survival, but making friends with them is essential for your farm life.

m so happy… you made it
ck… I was so very
rried...

Rune Factory
A Fantasy Harvest Moon
NINTENDO DS
Wi-Fi
EVERYONE
E
NATSUME
Serious Fun

NATSUME®
Serious Fun®

www.natsume.com

NINTENDO DS™

EVERYONE
E
Mild Fantasy Violence
Use of Alcohol
ESRB CONTENT RATING www.esrb.org

Licensed by Nintendo. Nintendo and Nintendo DS are trademarks of Nintendo. ©2001 Nintendo. Harvest Moon, Natsume and Serious Fun are registered trademarks of Natsume Inc.
©2007 Natsume Inc. ©2007 Marvelous Interactive Inc. All Rights Reserved. The ratings icon is a registered trademark of the Entertainment Software Association.

DEFY GRAVITY

Sonic the Hedgehog and friends aren't content to just shatter the sound barrier—they're also breaking the laws of physics in **Sonic Riders: Zero Gravity** for Wii. Get ready for another wild ride.

By Chris Hoffman

The ability to control gravity lets you go where no hedgehog has gone before.

Sonic Zoom

There's no stopping Sonic the Hedgehog. A few months ago the blue blur wowed Wii players with Sonic and the Secret Rings, currently he's charging through the DS in Sonic Rush Adventure, and in spring 2008 he's returning to the world of extreme racing in Sonic Riders: Zero Gravity. Building upon the blazing-fast action of the GameCube original, the sequel promises to be deeper, crazier, and more fulfilling than its predecessor.

The core of Zero Gravity's gameplay remains faithful to the first Riders. Using a variety of Sonic heroes (including Sonic himself, Tails, Knuckles, and Amy), villains (such as Jet the Hawk, Wave the Swallow, and Storm the Albatross), and guest stars (NiGHTS is back!), you'll challenge fields of seven opponents using hoverboards called Extreme Gear. Of course, now that the series is on Wii, you can use motion-based controls to blast through the environments. To get the most out of the Wii controls, you'll hold the remote sideways (you don't use the nunchuk) and tilt it to accelerate, brake, and steer—though the specifics are still being determined.

"The use of the Wii remote will deliver realism through its analoglike fluidity," says director Kenjiro Morimoto. "Players who are familiar with the original game may feel that this fluidity is a little bit strange at first, but as they pick up on how it works and start developing their skills, they will enjoy what they can achieve."

As an alternative to using full motion-based controls, players can enjoy Zero Gravity by holding the remote vertically and moving their riders with the Control Pad, or they can plug in a GameCube controller and play the game just like the original. "The three control styles will deliver three styles of gameplay," Morimoto adds. "It will allow players to enjoy the game three times more!"

> **"Gravity control is an innovation in the action-racing genre."** —Kenjiro Morimoto, director

> **"I personally feel that it may not be too much to say that the title delivers infinite amusement."** —Kenjiro Morimoto, director

Zero Limits

But even more exciting than motion-sensitive controls is—as the game's title implies—Sonic's newfound ability to manipulate gravity. In the original Riders, using "air" to boost and powerslide through the game was the main focus, but this time the g-forces provide the fun. The low-gravity antics begin after Sonic and his friends acquire strange bracelet-shaped meteorites that have fallen from space; apparently these meteorites are causing service robots to run amok, but more importantly, they give our heroes their new gravity-manipulating power. What better excuse for a race?

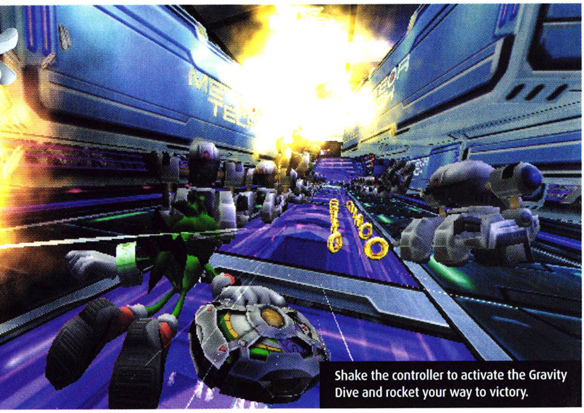
Once you've hit one of the game's 16 tracks (consisting of eight environments with two courses each) you'll get to put your new powers to the test. Chief among gravity control's benefits is the freedom to go places you could never reach in other racing games, such as certain walls or ceilings, allowing you to find alternate routes through courses. On one track you might end up climbing straight up a towering wall, while on other courses you might discover that the paths double back on themselves, allowing you to ride down a passage to a dead end, then climb onto the ceiling to head in the opposite direction and continue the race.

"Gravity control is an innovation in the action-racing genre," proclaims Morimoto. "It's not just a new form of drifting—we . . . tried to change any terrain into a usable course, which will allow users to enjoy finding their own path."

When using the motion-based controls, all it takes is a brief press of the 1 Button to activate a gravitational pull that lets you cling to specific surfaces at particular points on the course. Other techniques are slightly more complex, such as performing supersharp turns (achieved by holding down 1 and turning the remote sideways) and using a turbocharged speed boost called a Gravity Dive (triggered by shaking the remote rapidly). Once you've activated the Gravity Dive, your character will take Extreme Gear in hand and fly forward at breakneck speed, overturning obstacles and smashing through almost anything that gets in the way.

"In order to fully use the potential of the Gravity Dive," explains Morimoto, "all courses include a long, linear curve. Along that path there are many objects, and they will also be affected by the Gravity Dive alongside the player's character. If you collide with these objects you will gain speed along with a flurry of sparks, which is a dynamic action called a Meteor Boost." Additionally, you can use the Gravity Dive at the peaks of some jumps to reach secret routes.

Though your use of gravity is limited by the GP (Gravity Pool) gauge, which depletes every time you execute a gravity-based action, you can replenish the



Shake the controller to activate the Gravity Dive and rocket your way to victory.

meter by performing stunts. A similar system was used in the original Riders, but the opportunities to perform stunts and the gauge's replenish rate will be more generous this time around. Combined with the option to activate stunts via motion control, the result should be high-energy, visually impressive runs that let you maximize your gravity usage.

"Sonic Riders is not just about running fast, but it is designed so that the more you perform dynamic tricks, the faster you will be able to go," states Morimoto. "Players will not only have to perform *great* gameplay, but will have to perform *attractive* gameplay."

Get in Gear

As in the first Sonic Riders, characters in Zero Gravity fall into one of three categories: speed, flying, or power. Each category has its own attributes (speed characters have the best top speed, for example, while flying characters usually have faster acceleration) and the ability to use exclusive Extreme Gear that's specifically designed for each character type. Furthermore, your Gear grants you special abilities you can activate during races.

Each Extreme Gear has up to three Gear Change powers, and by collecting set numbers of rings that are strewn around the tracks, you can unlock the abilities (one at a time) by pressing the A Button. Some abilities are as simple as increasing your top speed or increasing the length of your GP gauge, while others bestow class-specific powers like grinding (for speed characters) or boosting through hovering Air Rings (for flying characters). Some Gear Changes result in a transformation of the Gear—Knuckles's Red Rock Gear can turn into a motorbike, for instance—that lets you gain access to new paths. According to Morimoto, advanced Gear may even let you "cast a magical spell" that negatively affects your rivals.

Every course is designed with plentiful alternate routes that take advantage of the various Gear Change abilities, and each features environment-specific gimmicks. In the futuristic city of Megalo Station, you'll be able to grind on top of moving trains and access hidden underground tunnels, while the lush Botanical Garden boasts wild corkscrew loops and aggressive insects that act as obstacles. The Aquatic Capital stage is especially impressive; amidst waterfalls and levitating liquid globes, you'll surf down a water-filled half-pipe, catch massive air on waves, and—if you're able to bypass its protective laser barrier—use a private boat to cruise through a watery grotto.

Between all the characters, courses, and Extreme Gear (of which there are 40), Zero Gravity should offer loads of replay value. "I personally feel that it may not be too much to say that the title delivers infinite amusement," exudes Morimoto.

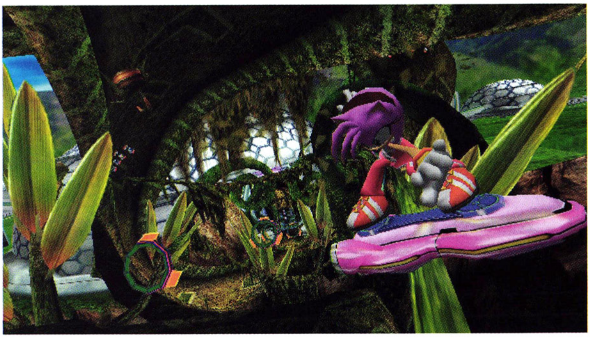
Rival Riders

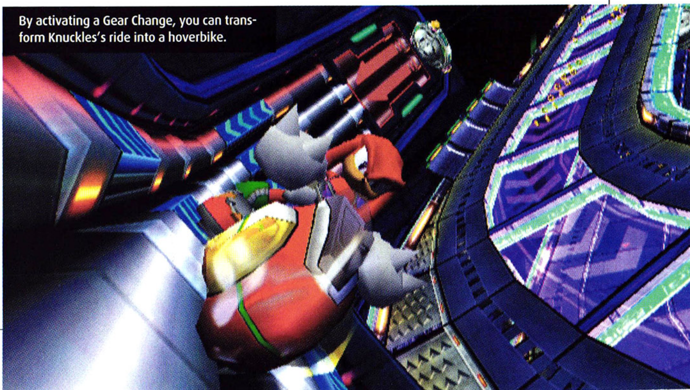
In addition to exhibition races and story modes (in which you can play as either the heroes or the Babylon Rogues), Zero Gravity will let you hit the track with friends. Like in the previous Riders, you can face off in four-player split-screen races or engage in two-on-two relay contests, plus you can compete in two new modes: Survival Battle and Survival Ball. Both the Battle and Ball modes are built around manipulating gravity in specially designed arenas; in Battle you'll use gravity to slam objects into your opponents, while Ball lets you score points by hurling a ball into a goal—sort of like soccer on hoverboards.

If you don't have any friends handy, no problem—just use Nintendo Wi-Fi Connection. Although there aren't any plans for actual online races, you can use the World Rankings mode to download other players' ghost race data and see who's the best in one-on-one competition.

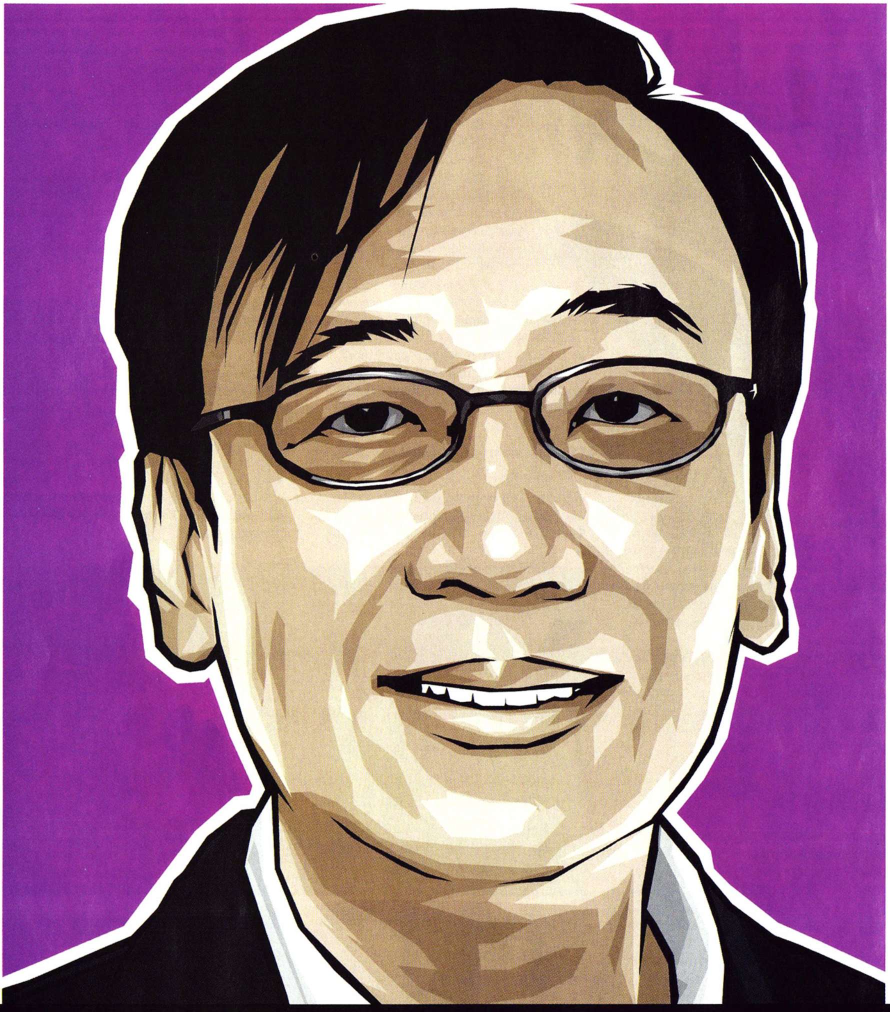
"Even I do not know the full possibilities of this feature, but it is not just for rankings," explains Morimoto. "By downloading the ghost data of the top racers, it will help players improve technically and allow others to learn hidden routes. I hope that players will use this feature to their advantage in order to play this game with 120 percent of their potential!"

With several months of development left on the title, Zero Gravity is far from complete, and there's still plenty we don't know about the game (such as the identities of six new riders that Sega has yet to reveal). But given the development team's enthusiasm, Sonic's penchant for furiously fun gameplay, and the game's unique gravity-controlling innovations, we're hopeful that Sonic Riders' Wii debut will be a crash course in racing excitement.





By activating a Gear Change, you can transform Knuckles's ride into a hoverbike.



5

Power Profiles

Yuji Horii

Were it not for Yuji Horii, the console RPG as we know it might not exist. With the 1986 release of Dragon Quest in Japan, Horii created the blueprint for what has become one of gaming's most venerated genres. More than 20 years later, the renowned designer continues to captivate players with some help from a little blue slime.

In fact, Dragon Quest stands as the best-selling video game franchise in Japan, surpassing even Final Fantasy and Super Mario Bros. The series is so popular that Square Enix always sets release dates for the weekend because millions of gamers used to call in sick to school or work whenever a new installment hit store shelves. Horii's collaborators on the original game—illustrator Akira Toriyama (of Dragon Ball fame) and composer Koichi Sugiyama—continue to work alongside him on the franchise today, with the three coming to be known as the "holy trinity" of Dragon Quest. For whatever reason, the franchise has yet to achieve the same level of success on this side of the Pacific, but perhaps the forthcoming release of Dragon Quest IX on DS will finally change that.

Of course, the series also has special significance for Nintendo Power. Longtime readers may remember that the original Dragon Quest (called Dragon Warrior in North America) was offered as a subscription bonus in 1990.

date of birth:
January 6, 1954

birthplace:
Awaji-shima, Japan

position:
Game Designer at Armor Project

best known for:
Creating the Dragon Quest series; causing mass absenteeism at Japanese schools and places of business

favorite food:
Anything with eggs in it

current projects:
Dragon Quest IX and Dragon Quest IV, V, & VI remakes for DS

Nintendo Power: Can you tell us how you got into the video game business?

Yuji Horii: After I graduated from university, I worked as a freelance writer for magazines and other publications. At the age of 27, I bought a computer to organize my work materials—and I couldn't get enough of it. I started learning computer languages such as BASIC on my own, and even made a few games for myself.

Around that time, Yukinobu Chida from Enix (who is currently serving on the Board of Directors at Square Enix) visited *Shonen Jump*, a comic publication I was writing for. He wanted us to help promote a game-programming contest that his company was holding. My editor was a huge video game fan, and he assigned me to cover the story. While I was reporting on the contest, I got my hands on an application form and covertly submitted a game I had just recently made myself. When I went to Enix again to report on the winning pieces, I was surprised to find that one of them was mine!

"Hey, I made this game!" I said to Mr. Chida.

"No way!" he replied. So I ended up not only covering the awards ceremony, but being a recipient myself. It was an unexpected conclusion to one story which turned out to be just the beginning of another one!

NP: When you were a kid, what did you want to be when you grew up?

YH: When I was in elementary school, I wanted to be a lawyer, but by the time I was a high-school student, I had my sights set on writing comics. It's usually the other way around, right!? [Laughs]

So even though I was better at math and science, I entered the literature department at university and also became involved in a comic-book club.

NP: How has the video game industry changed since you've been involved with it? And how has your role changed within the industry?

YH: At the time when I first started making games, it was typical for a game to be created by only a single programmer. You took your idea, drew your own graphics, and tied it all together with code. However, with the evolution of both hardware and software, concepts like planning, graphics, sound, and programming have grown so large that they must be handled separately. Teams consist of dozens or even hundreds of members now.

As for my position, it has shifted to an organizational one, managing and directing all the different components. I'll probably never program or draw graphics with my own hands again.

NP: Why do you think the Dragon Quest franchise has had such a powerful impact on so many gamers over the years?

YH: I think the role-playing genre itself is incredibly fascinating. At the time when I first made Dragon Quest, role-playing games on the computer were still very much in the realm of hardcore fans and not very accessible to other players. So I decided to create a system that was easy to understand and emotionally involving, and then placed my story within that framework.

Stories for role-playing games were probably originally intended to come from the player rather than the creator. But that requires certain skills on the part of the player. So I devised a flow for the story and cast the player in the role of the hero, where they would experience the story firsthand.

I also paid careful attention to creating a world that players could feel comfortable inside. An example of this can be found in the battle messages. Most games at the time displayed text such as "The monster is killed!" However, in Dragon Quest I chose to go with the more warm-hearted phrasing: "The monster is defeated!"

I created a world where players become the hero and act out their adventure within a slightly humorous world with a bit of warmth. I think this style has led to the franchise's popularity.

NP: How did you first meet Mr. Toriyama and Mr. Sugiyama? How did the three of you come together to create Dragon Quest?

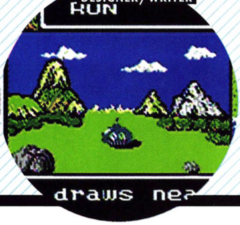
YH: As I mentioned before, I spent some time working for

GAMEOGRAPHY

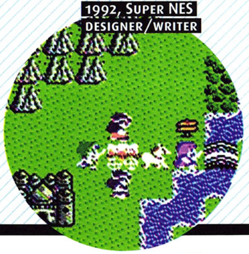
Before Dragon Quest, Horii worked on a number of mystery-themed adventure titles. Among them was The Case of the Portopia Serial Murders, which Hideo Kojima credits for inspiring him to become a game designer.

THE CASE OF THE PORTOPIA SERIAL MURDERS
1983, PC-6001
DESIGNER/WRITER

DRAGON WARRIOR
1989, NES
DESIGNER/WRITER



DRAGON WARRIOR IV
1992, SUPER NES
DESIGNER/WRITER



Shonen Jump. My editor at the time also happened to be the editor for Akira Toriyama. It was through that connection that I was able to approach him about handling the art in the series.

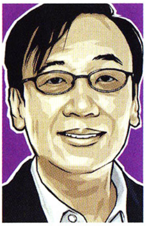
As for Koichi Sugiyama, our meeting was quite different. He was a big fan of games himself, and by chance he had responded to a consumer questionnaire included with an Enix game he had purchased. That was most fortunately picked up by Mr. Chiba, who contacted Mr. Sugiyama. So that is how the three of us met—somewhat by coincidence!

NP: Dragon Quest essentially created what we now know as the console RPG. How do you feel about the state of the genre today?

YH: Thank you very much for the compliment!

As for the current state of the genre, I have to say that there's a wide variety of different worlds out there now. Along with the evolution of hardware, gaming elements such as battle systems have become extremely diverse. And I don't think this is a bad thing at all. It gives players the freedom to choose what style of game suits them the best.

NP: What aspect of creating a game do you enjoy most?



> “I’d be more than happy to be remembered as ‘that wacky old guy who love video games.’”

YH: First let me say—and don't take this the wrong way—that I love playing tricks on people. So whenever I create a game, I make sure to prepare a few surprises for players. Then I think about what sort of reaction will come from the player and I smile slyly to myself. If you ever saw that smile, you might think I was bit strange, but . . . ahem.

NP: Is there any single installment in the Dragon Quest series that is particularly memorable for you, either because the development was especially enjoyable or especially difficult?

YH: Every installment has been memorable, but if I had to give an answer, I would say Dragon Quest III and V. Dragon Quest III beautifully wrapped up the tale that began in Dragon Quest I and II. Dragon Quest V begins with the hero as a child and takes him to his wedding day, and then he has his own children. The game evolves on a grandiose scale where three generations wage battle against a great evil—not a small accomplishment to say the least.

As for difficulties during development, Dragon Quest II was a big challenge. We didn't have much time and there was so much to do. It gave me ulcers—literally! I was only "inches away" from having a permanent hole in my stomach! Now, to prevent any further internal injury, I don't pay much attention to deadlines anymore. So I always find myself a little behind schedule.

NP: What would you say is the single most important aspect of making a great RPG?

YH: That's a very difficult question. Personally, I would say that it's crucial to never forget how you felt about games when you were a player yourself.

NP: Dragon Quest IX coming to DS exemplifies the shift in the market toward handheld games. Why do you think handhelds are becoming so popular, particularly in Japan, and what does that mean for home consoles?

YH: Right now in Japan, the television market is continuing to shift towards larger-sized screens. It's not unusual to find a 50-inch TV in your average living room. So I think people have started to think that it's a bit intrusive to monopolize the family's TV for gaming. That's where handheld games come in. You can play them anytime, anywhere. This has led to the handheld market becoming more and more mainstream. But this trend isn't guaranteed to last forever. I'm sure the time will come when consoles become more popular again.

NP: When you’re stumped by a particularly difficult problem while creating a game, what’s your process for working through it?

YH I'll usually try to watch a movie, read a comic, or go for a walk. But this usually just ends up with me running away from the problem and becoming completely involved in watching the movie or whatever else I'm doing! So I don't get a chance to think about the problem at all.

Eventually I just have to sit down and confront the problem seriously to get over whatever hurdle I'm facing.

NP: What is your favorite non-gaming hobby or pastime?

YH: I obtained my SCUBA-diving license after I turned 50. Diving underneath the water feels fantastic. I’ve also been addicted to the first season of *Lost*. And I can't wait to find out what happens next on *The 4400*.

NP: What would you like to be remembered for 50 years from now?

YH: You know, I've never thought of that before. Let's see. . . .

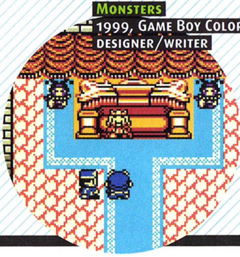
I'd be more than happy to be remembered as "that wacky old guy who loved video games."

NP: Finally, if you could have one superpower, what would it be and why?

YH: Teleportation! Then again, flying would also be fantastic. Would I be greedy asking to be able to travel at any velocity between 15mph and the speed of light? Then I could go anywhere I wanted. And if I ever got into trouble, I could dash away at light speed. Nothing would frighten me! [Laughs]

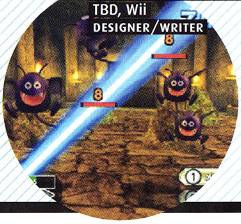
CHRONO TRIGGER
1995, SUPER NES
SUPERVISOR

DRAGON WARRIOR MONSTERS
1999, GAME BOY COLOR
DESIGNER / WRITER



DRAGON QUEST VIII: JOURNEY OF THE CURSED KING
2005, PLAYSTATION 2
DESIGNER / WRITER

DRAGON QUEST SWORDS: THE MASKED QUEEN AND THE TOWER OF MIRRORS
TBD, Wii
DESIGNER / WRITER



DRAW YOUR BLADE. WIELD THE ULTIMATE POWER.

EXPERIENCE FIERCE SWORD-FIGHTING ACTION AS A WARRIOR FROM THE AFTERLIFE.

SHONEN JUMP™

BLEACH ブリーチ™

PLAY THE FIRST BLEACH™ VIDEO GAMES IN NORTH AMERICA!

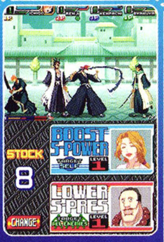
Wii
BLEACH: SHATTERED BLADE
SHONEN JUMP
BLEACH ブリーチ
SHATTERED BLADE
SEGA

Slash and hack with the Wii Remote as your Zanpaku-to.

Exclusive storyline with over 30 Bleach™ characters.

NINTENDO DS
BLEACH: THE BLADE OF FATE
SHONEN JUMP
BLEACH
The Blade of Fate
SEGA

Battle with up to three other players via Wi-Fi.


STOCK
8
BOOST S-POWER
LEVEL 1
LOWER S-PRES
LEVEL 1
CHANGE

Activate Spirit Deck Cards to achieve victory.

FIND OUT MORE AT WWW.SEGA.COM

41MM

TEEN

Mild Language
Suggestive Themes
Violence

ESRB CONTENT RATING www.esrb.org

18.3MM

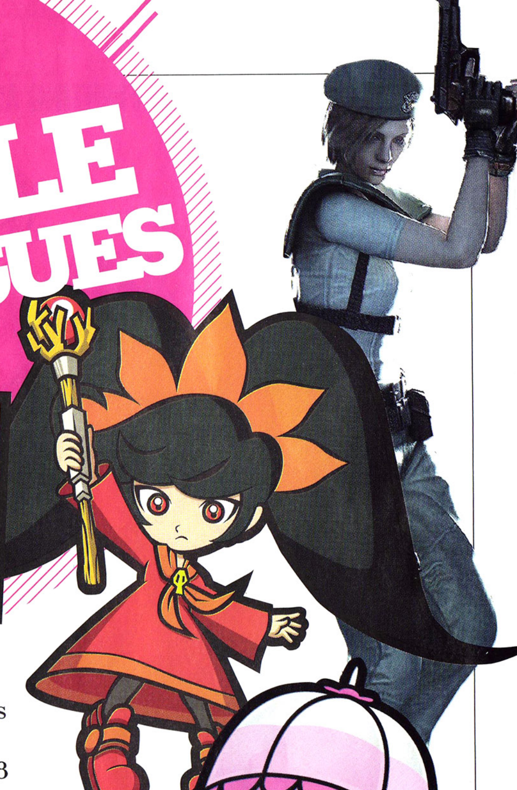
www.sega.com

SEGA is registered in the U.S. Patent and Trademark Office. SEGA and the SEGA logo are either registered trademarks or trademarks of SEGA Corporation. ©SEGA. All Rights Reserved. This product is manufactured, distributed and sold under license from VIZ Media, LLC. SHONEN JUMP™, BLEACH™, Shattered Blade and The Blade of Fate are trademarks of Shueisha, Inc. in the United States and other countries. © Tite Kubo/Shueisha, TV TOKYO, dentsu, Pierrot. All Rights reserved. ™, ®, Nintendo DS and the Wii logo are trademarks of Nintendo. © 2006 Nintendo.

THE CONSOLE MONOLOGUES

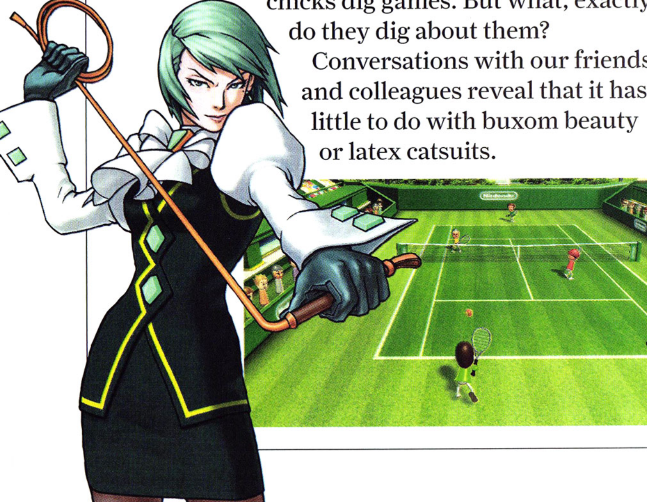
We take a look at what female gamers are playing on Nintendo systems–and why.

By Candace English



Chances are, whether you're male or female, you'll find this shocking: According to the Entertainment Software Association, 38 percent of gamers are female, and women age 18 or older account for more of the gaming population than boys age 17 and younger. Clearly, chicks dig games. But what, exactly, do they dig about them?

Conversations with our friends and colleagues reveal that it has little to do with buxom beauty or latex catsuits.



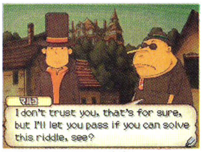
ANN L.

Top Games >
Professor Layton and the Curious Village
Puzzle Quest: Challenge of the Warlords
Mario Kart DS
Super Mario Galaxy

As far as the games I gravitate towards naturally, I tend to like frantic multiplayer games, like Meteos, Smash, and Planet Puzzle League. But I also really like quirky games that don't necessarily fit easily into boxes, like Oendan, Rhythm Tengoku, and Chibi-Robo.

> **"I tend to like frantic multiplayer games. . . . I also really like quirky games."**

Here's what I'm playing now: Professor Layton and the Curious Village (for DS) is really the first of its kind. It's a puzzle adventure, which means you unravel the mystery of this strange town by solving a series of brainteasers. It has a ton of polish—much more so than the average DS game. I particularly love the animated movies (which are fully voiced, too!), which remind me of a cross between *The Triplets of Belleville*, old Disney movies, and Miyazaki movies.



I don't trust you, that's for sure, but I'll let you pass if you can solve this riddle, see?

Professor Layton and the Curious Village

Puzzle Quest: Challenge of the Warlords: I've cooled on this title a little, but that's only because it was taking over my life. I'm a Level 35 wizard!

I recently started playing Mario Kart DS again with my co-workers after a long hiatus. Actually, that hiatus was partly due to Planet Puzzle League, another fine title with superfun multiplayer action. Our Kart rallying cry in the office is "Let skill decide!"

On the Wii I'm playing Super Mario Galaxy. What can I say about this game that hasn't already been said? It's mindblowing and relaxing all at once. Sometimes I catch myself craning my neck to the side as I run upside down. More than any other game I've played recently, Galaxy really pushes the limits of what you can do in a game. It's awesome.

Ann works in Nintendo's localization department, so many of the games she plays are not yet available in stores.

CHRISTINA P.

Top Games >
Super Paper Mario
Tetris DS
Animal Crossing: Wild World

> **"I like games that have humor or some kind of long-term objective."**

I'm into platformers. Yoshi's Island for SNES and Game Boy are two of my favorite games.

Super Paper Mario: Love it. I really like the story, and the characters are hilarious. I like that it's more of a platformer/adventure game than an RPG. New Super Mario Bros. is also a lot of fun. I usually keep Tetris or Animal Crossing in my DS because they're games that I can pick up without having to remember where I left off.

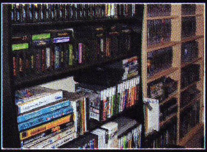
I like games that have humor and some kind of long-term objective or mission, but I can't handle complicated storylines, because I have a short attention span. I also like games where you can unlock new areas, characters or skills, and where you can collect things.

BEVERLY B.

SUPER GIRL GAMER!

Top Games >
Mario Party 8
Super Paper Mario
The Legend of Zelda: Twilight Princess

> **"What attracts me most to RPGs is character development and storyline."**



Currently I own 28 systems and over 500 video games, including every Nintendo system made, including all the types of Game Boy! I started playing Nintendo back in 1988, when I got my first system. I always got the newest system that came out as soon as I could, and even though I own a lot of different types of systems, Nintendo brands have always been my favorite. I try to buy almost every Mario Brothers game that comes out for any system, because those just seem to be the most fun and involved for me. If I had to choose a favorite system that Nintendo has made, I would have to say the GameCube, although my love for the Wii is climbing up there.

Right now on the Wii, I just bought Mario Party 8. I also just got done beating Super Paper Mario a few weeks ago, and am still in the middle of playing Twilight Princess. I also love Elebits and Wii Play and Wii Sports. For the DS, I tend to lean towards games like Mario vs. Donkey Kong, Cooking Mama, Brain Age, the Monopoly/Boggle/Yahtzee/Battleship combo, Tetris.

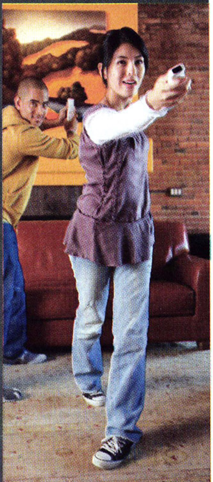
I love strategy games, because it seems more of an accomplishment when I finally beat the level I'm on, or the game itself. Role-playing games are also pretty exciting to me. My favorite RPG is EarthBound for the SNES. I've been meaning to pop that one in lately and play it again.

I typically play games by myself, but I always love it when I have a partner to play along. Sometimes my friends and I will have a one-player game, and even though we might play it alone, we will always talk about where we are in the game and let each other know secrets or tips that we find along the way.

FEMALE GAMERS IN BROAD STROKES

The gaming habits of females have changed significantly in recent years. The Entertainment Software Association states, "The average adult woman plays games 7.4 hours per week, whereas the average adult man plays 7.6 hours per week. Though males spend more time playing than do females, the gender/time gap has narrowed significantly. Whereas in 2003, males spent an average of 18 more minutes a day playing games than did their female counterparts, in 2004 they spent only six minutes more each day doing so. Females spend an average of two hours more per week playing games now than they did a year ago."

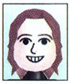
Better watch it, boys. Nintendo's marketing research also turned up some tantalizing data, including this tidbit: 30% of female gamers say gaming helps them better understand guys.



TIFFANI K.

Top Games >
The Sims 2
Animal Crossing: Wild World
Wii Sports Tennis

> “I enjoy games that are like life.”



On my DS I like to play The Sims 2, The Sims 2 Pets, Animal Crossing: Wild World, Nintendogs (all four kinds), Zoo Tycoon, and Theme Park. On the Wii I like to play Wii Sports Tennis and in Wii Play I like to fish. I enjoy games that are like life, consider a house with a family and a job, yada yada yada. I normally play by myself because I tend to get very competitive . . . but I do like to play my dad and my neighbors.

Nintendogs

NAOMI M.

Top Games >
Animal Crossing: Wild World
Wii Sports
WarioWare: Smooth Moves
Big Brain Academy: Wii Degree

I'm still in love with Animal Crossing: Wild World. These days I get a kick out of setting and achieving goals. My most recent thrill came from finally getting the golden slingshot! I kept a list of how many balloons I'd shot down in a row and then I got it a few days before I expected it. So great!

I can play Wii Sports anytime. I prefer Bowling against my co-workers or practicing my Tennis game with the training sessions. I never realized how the slightest flick of my wrist could alter my backhand. It's fun to see the improvement!

> “I get a kick out of setting and achieving goals.”

Other games I dig:
WarioWare: Smooth Moves—I love the sarcastic wisdom of the narrator.
Big Brain Academy: Wii Degree—My brain gets heavier every time I play!

REBEKAH L.

Top Games >
Tony Hawk's Downhill Jam
Brain Age: Train Your Brain in Minutes a Day
Super Monkey Ball: Banana Blitz
WarioWare: Smooth Moves

Last weekend I played Tony Hawk's Downhill Jam for the Wii. I liked it more than I thought I would, because you're given quicker-type races and challenges, so you can play for as long or as short as you want. I really like Tony Hawk games in general. I play the first Brain Age on my DS almost every week, even now, for pretty much the same reason—I can play for 20 minutes, and put it down. I have a short attention span, and also feel guilty if I spend too much time playing games. WarioWare is fun with my neighbors, and Super Monkey Ball for Wii is huge at family gatherings.

> “I use games as a quick distraction, so I tend to play ones that allow me to pick it up and put it down without a lot of time investment all at once.”

HEAR THEM ROAR!

Girl gamers want their voices heard. You've read about a few females' preferences in detail. Here's a taste of what others had to say.

> “I like being able to exercise indoors with Wii Sports.” –Masayo S.

> “I am addicted to Wii Sports Bowling. I love bowling in real life, but hanging around bowling alleys isn't fun very often! I also have a great time with Tetris DS. I played the original on the Game Boy, and it's great to play it again.” –Cathy E.

> “I like Petz Vet because you learn how to take care of animals, learn how to help them, and get them to trust you. This game teaches you responsibility toward pets. I mostly play by myself (which I prefer), and only occasionally with a friend.” –Evelina G.

REYNA H.

Top Games >
Resident Evil 4: Wii Edition
Super Paper Mario
Final Fantasy III

SUPER GIRL GAMER!

> “Thinking through a game is a big plus for me.”

Final Fantasy III

I can't remember a time when I wasn't into gaming. I think my family is a family of gamers. Even before video games, we liked to play board games and card games. I played a lot of the classics like Frogger and Ms. Pac Man in the arcades but home game systems cemented me firmly in video games. We got our first video game console when I was seven years old. It was a ColecoVision and we played a lot of Q*Bert and Donkey Kong. Then the NES came along and we played tons of games on that—Kid Icarus, FF, Dragon Warrior, and Ice Hockey. One of my favorite all-time systems is the SNES. 16-bit gaming was awesome! Chrono Trigger and Uncharted Waters hold special places in my heart. I've owned almost every console as they came out—Genesis, N64, Saturn, Dreamcast, PlayStation, etc. That hasn't changed. Gaming is a part of me. Plus, a little secret tip for the gals—guys really dig it when you're into video games!

I'm currently playing Resident Evil 4 on the Wii. It's not my normal MO but so far I'm pretty pleased. The story is intriguing and the gameplay is fun and exciting. My heart races when I'm playing. The last game I finished on the Wii was Super Paper Mario. That is much more normal for me. Also, I'm loving the Virtual Console. I hope they increase their library rapidly. On the DS, I'm playing Final Fantasy III. I'm a huge FF fan and it is the last one to officially come over to the states. I also bought FF IV Advance and FF VI Advance. Going back to the roots really helps me appreciate how far the franchise has come. I also have Planet Puzzle League and Puzzle Quest: Challenge of the Warlords in rotation on my DS.

What attracts me most to RPGs is character development and the storyline. If an RPG doesn't have an engaging story, usually it fails to attract me. I look at it like having an active role in a novel I'm reading. Also, since I wasn't gifted enough in hand/eye coordination to dominate in fighting games or first-person shooters, I liked the pace of the turn-based system. Moreover, thinking through a game is a big plus for me. Having puzzles to solve or having to strategize to beat an RPG boss is much more stimulating than simply beating other characters/players senseless with a timed series of button pushes. Platformers offer simple but fun gameplay. Also, they score big nostalgia points as some of the first games I fell in love with were platformers, like Kid Icarus and Super Mario Brothers for the NES.

NAMCO MUSEUM™ REMIX

14 GAMES IN ALL!

ALSO IN STORES NOW...

NAMCO MUSEUM DS
NINTENDO DS
NAMCO MUSEUM DS
E

OLD SCHOOL MEETS NEW SCHOOL!

NAMCO MUSEUM™ REMIX recreates 5 classics with fresh new elements, graphics and gameplay! Use your Wii Remote™ to zap, zip and shoot thru games or grab 3 of your friends for non-stop party fun! Also, play 9 of NAMCO's arcade classics like Galaxian®, Super Pac-Man® and Xevious®.

PAC'N ROLL® REMIX

Roll and navigate Pac-Man through 25 obstacle filled stages!

GALAGA® REMIX

Protect Pac-Man as he rolls through space and shoot down invading forces before they attack him.

PAC-MOTOS™

Be ready to battle and knock your opponents off stage in over 30 arenas.

Make the red car(s) spin out with smoke screen, then steal the dropped flag(s)!

RALLY-X® REMIX

Challenge your friends to see who can grab and steal the most flags from each other.

GATOR PANIC® REMIX

Use Pac-Man to whack hungry gators attacking from everywhere on the screen.

IN STORES OCTOBER 2007

EVERYONE
E
CONTENT RATED BY ESRB
Mild Cartoon Violence

Wii™

NINTENDO DS™

BANDAI NAMCO Games™

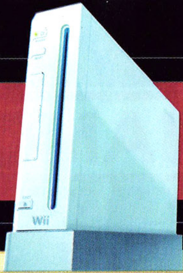
NAMCO MUSEUM™REMIX&©2007 NAMCO BANDAI Games Inc. PAC-MAN®&©1980-2007 NAMCO BANDAI Games Inc. Cutie-Q™&©1979-2007 NAMCO BANDAI Games Inc. DIG DUG®&©1982-2007 NAMCO BANDAI Games Inc. Galaga®&©1981-2007 NAMCO BANDAI Games Inc. Galaxian®&©1979-2007 NAMCO BANDAI Games Inc. Gaplus™&©1984-2007 NAMCO BANDAI Games Inc. MAPPY®&©1983-2007 NAMCO BANDAI Games Inc. XEVIOUS®&©1982-2007 NAMCO BANDAI Games Inc. Super "PAC-MAN®"&©1980-2007 NAMCO BANDAI Games Inc. Pac-Motos™&©1980-2007 NAMCO BANDAI Games Inc. Pac&Pal™&©1983-2007 NAMCO BANDAI Games Inc. Pac&Pal™&©1983-2007 NAMCO BANDAI Games Inc. Pac'n Roll®&©1980-2007 NAMCO BANDAI Games Inc. RALLY-X®&©1980-2007 NAMCO BANDAI Games Inc. PAC-MANIA®&©1980-2007 NAMCO BANDAI Games Inc. Galaga® Remix & ©1981-2007 NAMCO BANDAI Games Inc. Pac'n Roll® Remix & ©1980-2007 NAMCO BANDAI Games Inc. Rally-X® Remix & ©1980-2007 NAMCO BANDAI Games Inc. Gator Panic® Remix & ©1989-2007 NAMCO BANDAI Games Inc. Pac-Motos™ & ©1980-2007 NAMCO BANDAI Games Inc. NAMCO MUSEUM™DS & © 2007 NAMCO BANDAI Games Inc. ™, ®, Nintendo DS and the Wii logo are trademarks of Nintendo. © 2006 Nintendo. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the property of their respective owners.

C

Classified Info

Nobody likes a cheater. Except us.

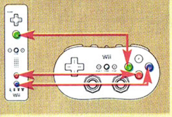
NINTENDO Wii
VIRTUAL CONSOLE
EDITION



Old school is back in session for a second retro installment of Classified Information, focusing on the best cheats available for Wii's Virtual Console. This month: codes for Sega Genesis and TurboGrafx16 titles.

Take Control

The codes listed on these pages are intended for use with Classic or GCN controllers, but you can enter the codes using the Wii remote instead—substitute A for Y, 1 for B, 2 for A, – for Select, and + for Start.



SPLATTERHOUSE™

TurboGrafx16

Talk about a bad day. You're seeking relief from the rain when all of the sudden your girlfriend disappears and you get turned into a horror-movie reject. Use these codes to help make things better or—if you wish—make them worse.

Level Select & Sound Test

Press Start at the title screen to begin the game. When you see the cinema scene with the falling rain, press Select, Select, Select, then hold down-left and press A or B. Press up or down to select your level, then press Start. Additionally, if you press Select, you can access a sound test.

STAGE SELECT 03

Hard Difficulty

At the title screen, hold down the Select button until the word "Hard" appears.

SHOCKMAN

TurboGrafx16

Refill Health

The enemies in the anime-inspired Shockman can inflict a lot of damage, but with this code you'll be able to restore yourself to full health at any time. Pause the game and simultaneously press B (or Y), left, and Select repeatedly.

最後の忍道 -NINJA SPIRIT-

TurboGrafx16

Level Select

Get on the fast track to becoming a ninja master by using this level-select code. Press B, A, B, B, A, B, Select, and Start at the title screen. You'll enter the Mode Select screen, where you can select your starting level (up to the third stage).

BLOODY WOLF™

TurboGrafx16

The president's been captured and only you can save him! Use these codes to warp deep into enemy territory or give yourself a tactical advantage.

Level Select

Press B, A, A, B, A, B, B, A at the title screen, then hold the direction corresponding to the level you want to go to and press Start.

Level 2: Up-right
Level 3: Right
Level 4: Down-right
Level 5: Down
Level 6: Down-left
Level 7: Left
Level 8: Up-left

Fast Mode

At the title screen, press up, down, right, right, A, A, B, Select. A large "2" will appear on the title screen. Press Start to begin the game; your character will move much faster than usual.

Hover Mode

At the title screen, press down, up, left, left, B, B, A, Select. A large "3" will appear on the title screen. Press Start to begin the game; your character will be able to hover if you hold down the jump button.

SCORE
00 CODE NAME EAGLE
LIFE

STREETS OF RAGE™ 2

Genesis

Level Select & Extra Options

Cleaning up the mean streets will be a lot easier if you have a second controller to activate this code. Highlight Options at the main menu, then hold Y and B on controller 2, and enter the options menu. You'll be able to select your level, choose additional difficulty settings, and more.

OPTIONS

ROUND 03

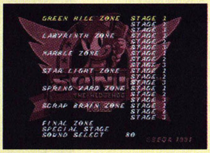
SONIC THE HEDGEHOG

Genesis

Sonic's fast, but you'll be able to beat Dr. Robotnik even faster if you use these codes. Enter them at the title screen.

Level Select & Sound Test

Press up, down, left, right, then hold Y and press Start. You'll enter a menu that allows you to select any level in the game and listen to the game's music.


GREEN HILL ZONE STAGE 1 STAGE 2 STAGE 3
LABYRINTH ZONE STAGE 1 STAGE 2 STAGE 3
MARBLE ZONE STAGE 1 STAGE 2 STAGE 3
STAR LIGHT ZONE STAGE 1 STAGE 2 STAGE 3
SPRING YARD ZONE STAGE 1 STAGE 2 STAGE 3
SCRAP BRAIN ZONE STAGE 1 STAGE 2 STAGE 3
FINAL ZONE
SPECIAL STAGE
SOUND SELECT 80
©SEGA 1991

Invincibility & Debug Mode

Press up, A, down, A, left, A, right, A, then hold Y and press Start. After the game begins, your score will appear as gibberish if you entered the code correctly. Press B to transform Sonic into an object (which allows you to move around the screen), Y to change objects, and A to place the selected object on the screen. Sonic will also be invincible.

SONIC THE HEDGEHOG 2

Genesis

Music soothes the savage beast (not to mention blue hedgehogs and mutant squirrels). It's also the key to activating the stage select, debug mode, and more in Sonic's second platforming tour de force.

Level Select

Go to the sound test in the Options menu and play the following sounds in order once each: 19, 65, 09, 17. You'll hear a chime to indicate correct code entry. Hold Y and press Start to access the stage-select screen.

Get All Chaos Emeralds

In the stage-select menu, play the sounds in the following order using the sound test: 04, 01, 02, 06. You'll hear a tune indicating you've acquired all the Chaos Emeralds.

Debug Mode

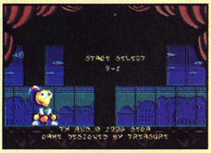
In the stage-select menu, play the sounds in the following order using the sound test: 01, 09, 09, 02, 01, 01, 02, 04. You'll hear a chime if you entered the code correctly. Hold Y and press Start to begin the game in debug mode. Press B to transform Sonic into an object (which allows you to move around the screen), Y to change objects, and A to place the selected object on the screen.

DYNAMITE HEADDY

Genesis

Level Select

Dynamite Headdy features some brilliantly designed levels—experience them all with this code. At the title screen (where you can select Game Start or Options), press A, Y, left, right, B. You'll hear a sound that confirms you entered the code correctly. Press Start and you'll be able to choose your stage.


STAGE SELECT
9-2
TM AND © 1994 SEGA
GAME DESIGNED BY TREASURE

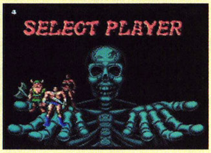
GOLDEN AXE

Genesis

Enhance your hack-and-slash fun with the ability to select your stage and obtain extra credits. These codes function only in single-player Arcade mode.

Level Select

At the character-select screen, hold down-left and B, then press Start. A number that appears in the upper-left corner of the screen represents your starting level. Choose the level by pressing up or down.


SELECT PLAYER

Extra Continues

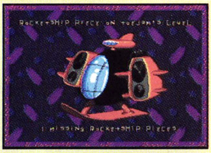
At the character-select screen, hold down-left, Y, and A, then press Start. Release the buttons and choose your character to start with nine continues.

ToEJAM & EaRL

Genesis

Obtain Almost All Ship Pieces

ToeJam and Earl need to find all the pieces of their ship; help 'em out with this code. Pause the game and press up, Y, B, and A simultaneously, then press right and Y, then down and B, then left and A. You'll obtain all the ship parts except one. On the next level you reach, you'll find the last piece of your ship.


ROCKETSHIP PIECE ON TOEJAM'S LEVEL
1 MISSING ROCKETSHIP PIECES

THE SUMMER OF SMASH

NP's Top 10 Brawl Revelations

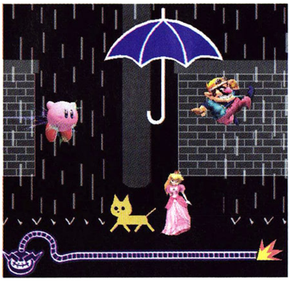
By George Sinfield

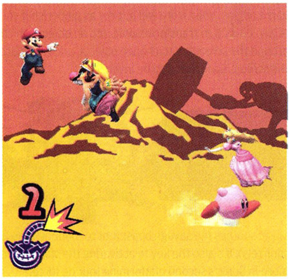
The knockout punches came at a steady rate this summer at the Smash Bros. Dojo as Super Smash Bros. Brawl mastermind Masahiro Sakurai doled out daily tidbits on one of the most anticipated games of the fall. We've been following the announcements and the reactions that have rippled across the Web, and we have formulated a list of the 10 pieces of Super Smash Bros. Brawl news that have dropped the most jaws since our update in July. To keep up with further developments, check into the dojo every weekday at www.smashbros.com.

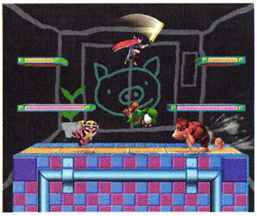
1

MICRO GAME, MAXIMUM PUNCH

Part of the fun of watching the Smash Bros. Dojo updates is finding out what games will be sampled from next. As August came to a close, we found out that, for the first time, the referential WarioWare will be referenced in a Smash Bros. title—fitting because Wario is a newcomer in Brawl. The WarioWare stage recalls the microgame extravaganza with a recreation of some of its most iconic games, such as the one that has you avoiding falling arrows and the one that asks you to jump before the earth quakes. The new Brawl stages are following the quirks of the games from which they came more than ever—and, in the case of WarioWare, that's a lot of quirks.







2

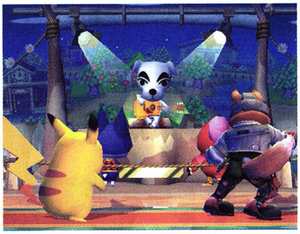
A POKéMON TRIPLE THREAT

Jigglypuff, Pikachu, Pichu—from the beginning we've seen Pokémon characters have it out in the Smash Bros. fracas, and Brawl is bringing even more Pokémon to the party. On August 13th, Smash Bros. Dojo revealed that the game's Pokémon Trainer will offer up Squirtle, Ivysaur, and Charizard, who will play tag-team as the Trainer watches from the wings. The Trainer has always relied on Pokémon doing the fighting for him and, apparently that won't be changing any time soon. You, however, get the rare treat of controlling Pokémon directly, and you can bet that they'll bring the same types (Water, Grass, Poison, and Fire) of moves that they've displayed in the Pokémon titles.

3

DOUBLE CROSSING

In July we learned that the world of Animal Crossing will host a Smash Bros. battle for the first time and that the Animal Crossing Pitfall item will cause combatants to drop into gaping holes. The Smashville setting recalls the small-town charm of the EarthBound-inspired Onett stage in Super Smash Bros. Melee, and offers a real-time twist. Not only does the sun set according to your console's internal clock, but the fighters are serenaded by K.K. Slider himself at 8:00pm on Saturday, his usual performance slot.



4

CHRISTMAS IN JULY

Timed with E3, the July 12th announcement that Super Smash Bros. Brawl will reach our shores December 3rd was not shocking (we've known for quite a while that the game would be a late-2007 release), but knowing exactly when we'll be able to get to the smashing is great news. The notice was accompanied by a video that gave us a glimpse of some of the game's most promising stages: the crumbling Bridge of Elin (with Zelda standing guard) and Lylat Cruise, in which Fox, Bowser, and Samus fight above the deck of the Pleiades.

5

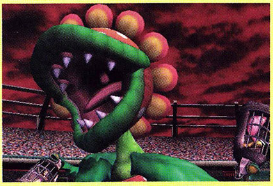
TOUCHED BY TWILIGHT

Link is a Smash Bros. mainstay. It wouldn't be a brawl without him. Early on, we knew that the Link who appears in Brawl is the same one from Twilight Princess, but it wasn't revealed until August that he wields the Gale Boomerang (which catches rivals in its tornado), the Hero's Bow, and the Clawshot (which allows Link to recover from a fall à la Zero Suit Samus). Could news of a lupine transformation be far behind? We'd love to see Link explore his canine side one more time.

6

A GAME WITHIN THE GAME

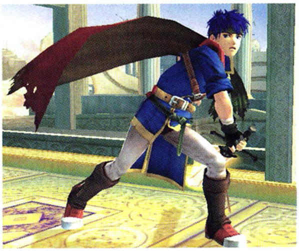
Though all Smash Bros. titles have dabbled in single-player modes, several announcements throughout the summer showed us that The Subspace Emissary Adventure mode in Brawl is the real deal. The side-scroller starts in an arena then goes broad with "many famous characters persevering under the weight of their personal histories." Screenshots from the August 3rd update show Pit, Samus, and Fox fighting in environments that seem fitting for those characters. Two Adventure-mode notices have come with film clips, and the August 24th Dojo entry gave us a glimpse of the story's first boss, Petey Piranha. Better yet, it suggested that a choice you make during the battle will create a branch in the storyline.



7

ALL FIRED UP

When Roy and Marth appeared in Super Smash Bros. Melee, the fighters and their original series, Fire Emblem, were fairly unknown in North America. Since then, Fire Emblem has made advances on this continent, making it not at all surprising that Ike, the lead character of Fire Emblem: Path of Radiance, will join Brawl. And, by the looks of screenshots of his special moves, he seems to be pretty handy with a sword. The Ike announcement on August 1st was followed up with confirmation of Fire Emblem stage Castle Siege the next day.



8

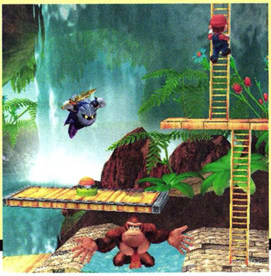
THE DEVIL AND DR. WRIGHT

The brawlers are not the only characters who will make appearances. Some familiar (and not-so-familiar) faces have surfaced in the form of Assist Trophies. The little glass cases, when cracked by a Hammer Bro, release characters who cause midbattle havoc. A puppy from Nintendogs pops up and obscures the players' view. Samurai Goroh from the F-Zero titles swings his sword around, and Knuckle Joe from the Kirby titles also puts up a fight. Perhaps the most intriguing Assist Trophies announced so far are tied to obscure characters. Devil from Famicom title Devil World (not released in North America) is capable of pushing combatants out of the battle by scrolling the background from side to side. And Dr. Wright, the player's aid from the Super NES version of SimCity, creates skyscrapers from thin air, knocking fighters aside.

9

RUMBLE IN THE JUNGLE

We've seen Donkey Kong-themed levels in Smash Bros. before, but the Rumble Falls level (announced July 23rd) is based on Donkey Kong: Jungle Beat and thus scrolls vertically automatically, leaving those at the bottom out of luck.



10

MAXIMUM TUNEAGE

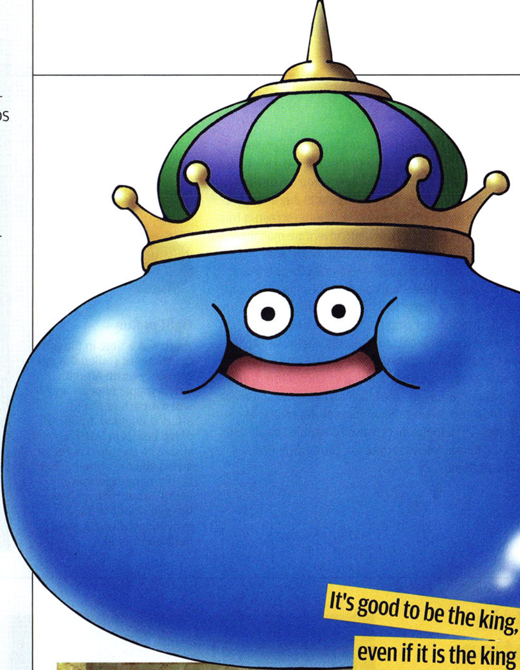
The popularity of video game music concerts over the past few years has underlined the importance of great tunes to go with the punching and kicking. Smash Bros. Dojo has given us a good taste of the background music for several of the game's stages as of late; all of them take themes from past games and give them Smash Bros. flair. When you listen to the music of Animal Crossing, you don't immediately think about pummeling other video game characters, but "Animal Crossing: Go K.K. Rider!" (which debuted on August 23rd and will accompany the Smashville stage) has an adrenaline-pumping beat that will serve the purpose nicely. Other recent music samples explore the worlds of Star Fox and Kid Icarus.

A Slime Draws Near

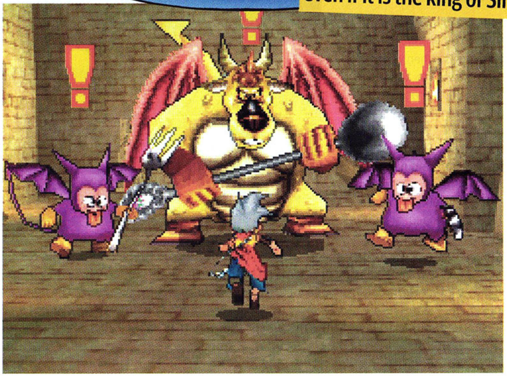
Part hard-core RPG, part Pokémon-style creature collector, Square-Enix's **Dragon Quest Monsters: Joker** brings a new twist to an old-school franchise on the DS.

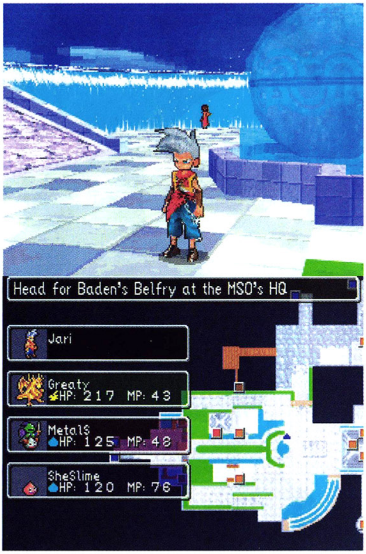
By George Sinfield

The big guns of Dragon Quest—director Yuji Horii, character designer Akira Toriyama, and musician Koichi Sugiyama—had a vision for the franchise's turn-based DS debut: monster collection, character customization, strong battle strategy, and more than 200 beasts culled from Dragon Quest's 20-year history. As the story begins, an adventurer is sent by his father (the leader of possibly corrupt organization CELL) to join the Monster Scout Challenge of the Green Bays archipelago and investigate strange goings-on within the competition. You name the newbie hero and every monster that you bring onto his team, starting with your choice of a Dracky, a Platypunk, and a Mischievous Mole. During monster confrontations, you have the choice to either fight the opposing critters or convince them to join your side by scouting them (basically beating them down without causing damage). The adventure has clear goals, displayed on the bottom screen, but gives you plenty of leeway to explore as you wish, and a bag full of storyline surprises. You'll meet other humans as you hop across the island chain (and maybe even an uncharted island or two), but the real stars of the game are the creatures of five monster families: Slime, Dragon, Nature, Beast, and Material. Some monster types have influence over others (making it easier for them to defeat and recruit other types) and all monsters have room for growth, which you direct. Once you have a team that you are happy with, you can challenge other DQMJ players either through local wireless matches or Nintendo Wi-Fi Connection. Yeah, it's a lot like Pokémon, but with more of a traditional RPG flair.



It's good to be the king, even if it is the king of Slimes.





Head for Baden's Belfry at the MSO's HQ

Jari

Greaty HP: 217 MP: 43

Metal$ HP: 125 MP: 48

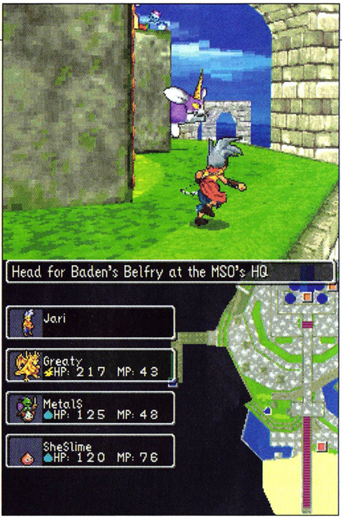
SheSlime HP: 120 MP: 76

Only on the DS

A variation of the Dragon Quest VIII (PS2) graphics engine makes Toriyama's characters come to life with 3-D, cel-shaded graphics displayed on the DS's top screen. Tropical settings, dark caves, and castle grounds—shown in both day and night cycles—immerse you in the game world. The top screen is free of icons and meters—you do all of your adventure management on the bottom screen: a map of your location, a reminder of your current mission, and entries for your scout and monsters appear there. You can drag the map to the center of the screen for a better look at the surrounding area. You can also tap the character pictures to open menus. The scout's menu gives you access to his items, spells, and abilities, allows you to reconfigure the team and view a library that stores all of the monsters that you've encountered, and lets you save your progress. The individual monster command menus provide information and options for the creatures on the team. Menu manipulation can also be handled easily with a tap of the X Button followed by use of the Control Pad and the A and B Buttons.

Fight or Run

There was a time in Dragon Quest games (called Dragon Warrior in North America until a couple of years ago) when monsters would attack without warning. All of the beasts in DQMJ are visible on the top screen, giving you the option to battle them for experience points, scout them to have them join your team, or avoid them if you'd rather not be bothered.



Head for Baden's Belfry at the MSO's HQ

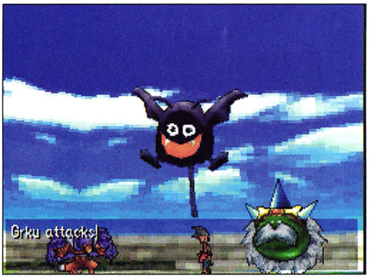
Jari

Greaty HP: 217 MP: 43

MetalS HP: 125 MP: 48

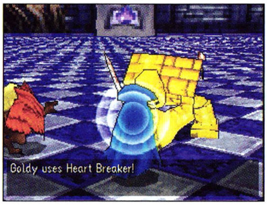
SheSlime HP: 120 MP: 76

Battle Station



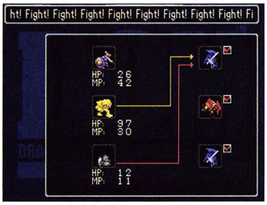
Grku attacks!

You do a lot of fighting in RPGs to build your characters' levels. When you're in a place where you know that the opposing monsters don't pose a credible threat, you just want to blaze through the baddies. DQMJ's time-saving Fight command signals your team to use tactics that you've preset (via the Tactics command) and go through a round of battle without further instructions. Tactics range from telling your monsters to go at it with only physical attacks to commanding them to focus on healing. In intricate battles, where the outcome could go either way, you can give your creatures specific orders for every turn. The fight takes longer, but the results are usually more satisfying. The commands are displayed on the touch screen, and you can trigger them with your stylus or with the Control Pad and buttons.



Goldy uses Heart Breaker!

Tell your monsters to fight, and they will follow preset tactics to carry out your will.



ht! Fight! Fight! Fight! Fight! Fight! Fight! Fight! Fi

HP: 26 MP: 42

HP: 97 MP: 30

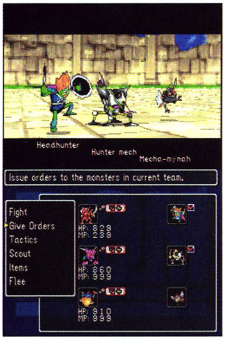
HP: 12 MP: 11

When you issue orders to individual monsters, arrows point to each monster's target on the bottom screen.

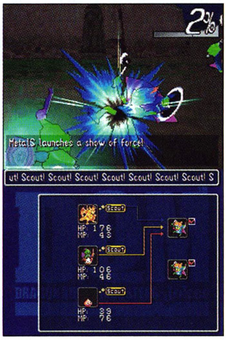
The scout with no name has a way with the monsters.

A Team on the Rise

Not only can you recruit creatures to your team via the Scout command, but once they are on your side, you can develop their skills to your liking. Periodic level increases give your monsters Skill points. Most monsters have two or three areas in which the points can be spent: usually on an increase of abilities or on a package of spells (one new spell per upgrade). Monster synthesis is another kind of customization. It allows you to combine two monsters (one male and one female) who are each at level 10 (or higher) to create another monster (that you choose from a list of three). You can also select the spells and attributes that the new monster will be able to upgrade when it has Skill points.

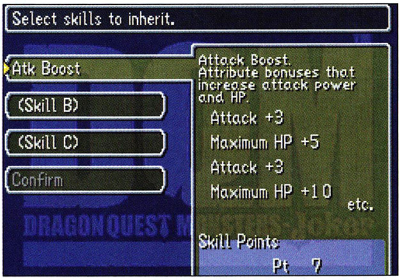

Headhunter
Hunter mech
Mecha-mynah
Fight
Give Orders
Tactics
Scout
Items
Flee
HP: 829 MP: 239
HP: 860 MP: 999
HP: 910 MP: 999

Issue orders to the monsters in current team.


2%
Scout
HP: 176 MP: 43
HP: 106 MP: 46
HP: 39 MP: 76

MetalS launches a show of force!

ut! Scout! Scout! Scout! Scout! Scout! Scout! S


Atk Boost
(Skill B)
(Skill C)
Confirm
DRAGON QUEST MONSTERS Joker

Select skills to inherit.

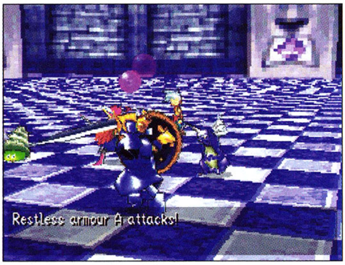
Attack Boost.
Attribute bonuses that increase attack power and HP.
Attack +3
Maximum HP +5
Attack +3
Maximum HP +10
etc.

Skill Points
Pt 7

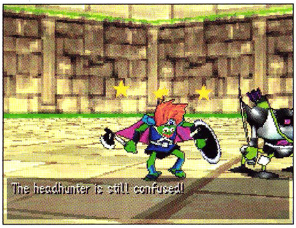
Scout, develop, and synthesize—your monster team will soon be like no other.

Beasts with Brains

The monsters on the field have minds of their own. If you're parading through Infant Isle with a group of experienced creatures, the one-swipe-and-they're-gone Slimes in your path will run for the hills. If the beasts size up your team and figure that they've got a chance, an exclamation point will appear above them (indicating that they're aware of your presence) and they'll make a beeline for battle. Enemy monsters follow orders similar to the ones that you dole out to your team. If you attempt to scout them and fail, tensions will rise and they'll attack with more power than ever.



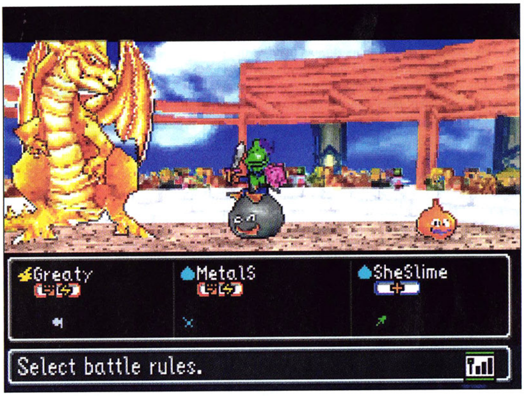
Restless armour A attacks!



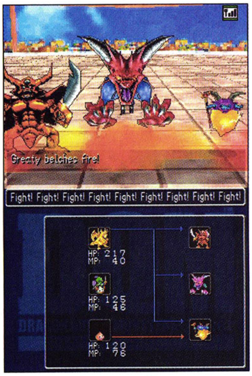
The headhunter is still confused!

First the Neighborhood, Next the World

Beating up a bunch of monsters to advance through the story is one thing. Taking on the teams of other DQMJ fans is another. If you think your squad is worthy of greatness, there are several ways that you can put it to the test. The DS Wireless Play option allows you to pit your monsters against those of another player in a head-to-head battle, or against three other teams in a tournament. You can also trade monsters with other players via a wireless connection. The Chance Encounter setting is similar to the Nintendogs Bark mode. If your DS (on, but closed) comes within range of another player's DS that is also set to Chance Encounter, you'll exchange team data for a battle that you can fight whenever you choose. The Nintendo Wi-Fi Connection-enabled Wildcard World Cup also transfers data from another player's team to your DS, allowing you to fight AI-controlled monsters and, with victories, rise in your worldwide rank. There will be no holding back the beasts when Dragon Quest Monsters: Joker arrives on November 6th.



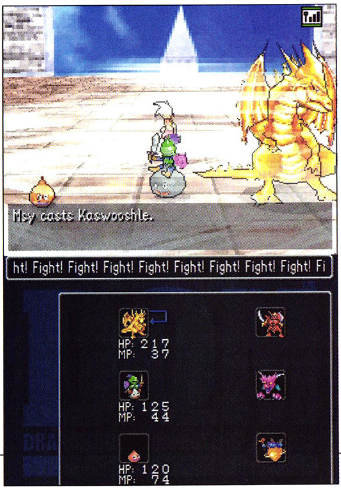
Select battle rules.



Greaty belches fire!

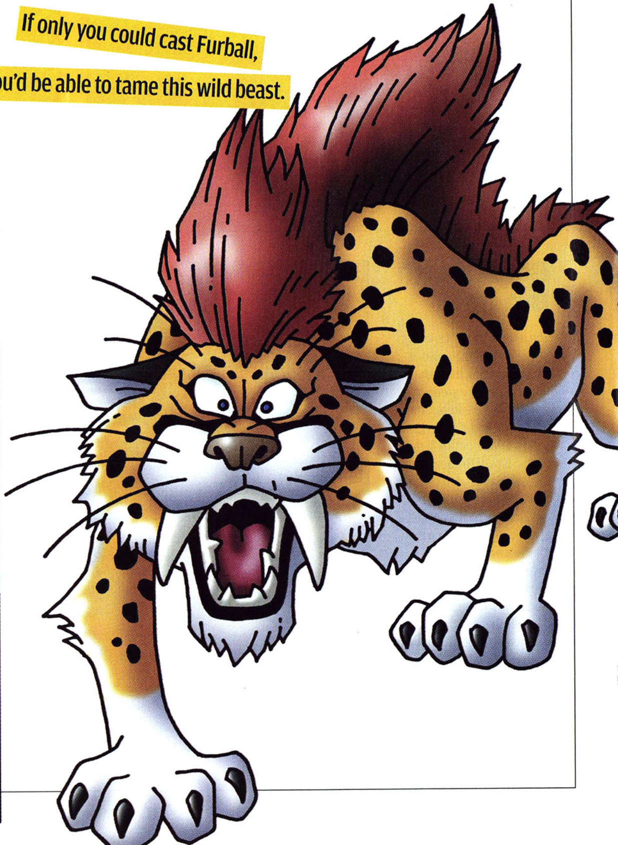
Fight! Fight! Fight! Fight! Fight! Fight! Fight! Fight! Fight!

Name your team, then take on the globe in the Wildcard World Cup.

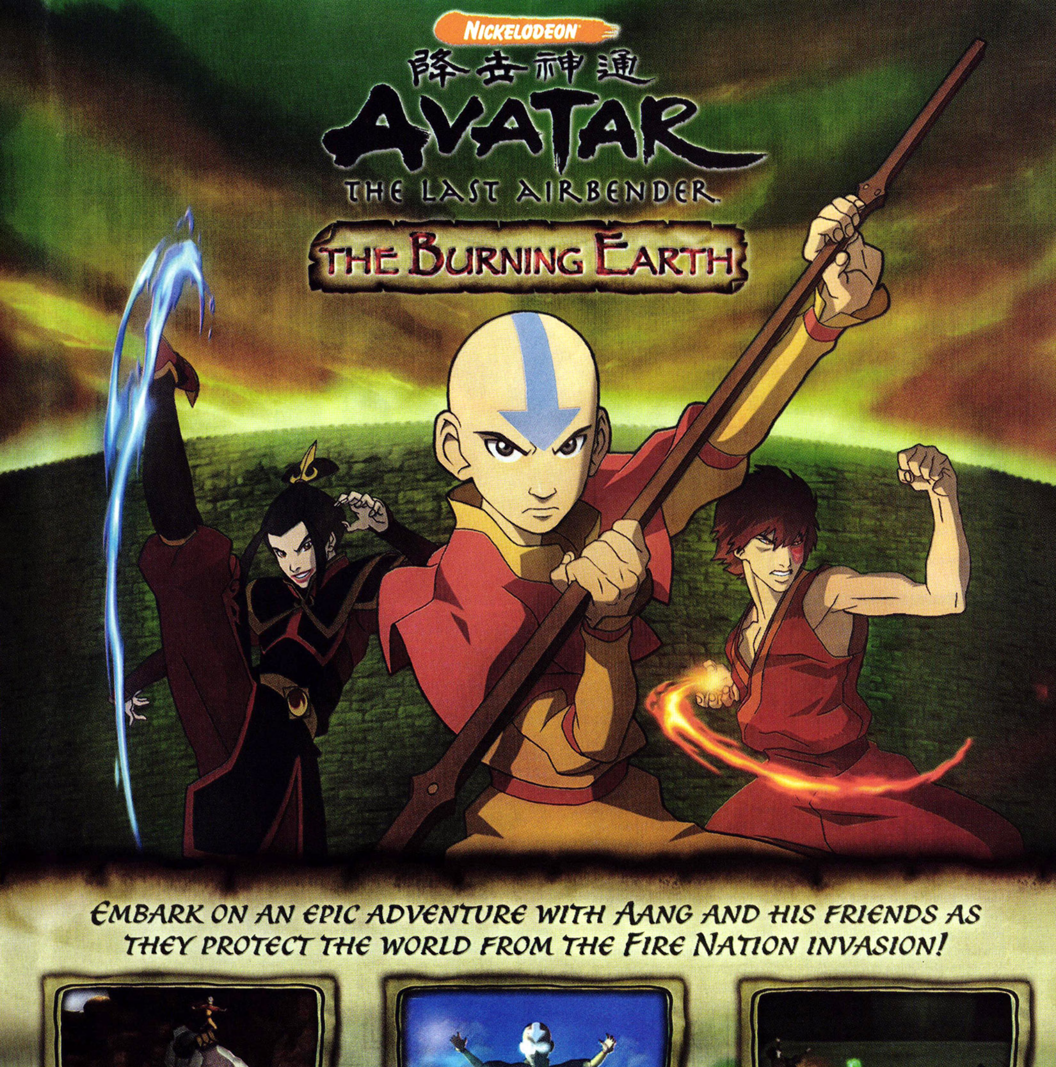


Msy casts Kaswooshle.

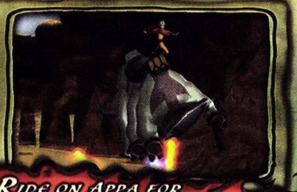
ht! Fight! Fight! Fight! Fight! Fight! Fight! Fight! Fight! Fi



If only you could cast Furball, you'd be able to tame this wild beast.



EMBARK ON AN EPIC ADVENTURE WITH AANG AND HIS FRIENDS AS THEY PROTECT THE WORLD FROM THE FIRE NATION INVASION!



RIDE ON APPA FOR EXCITING AIR ADVENTURES!

GO INTO THE AVATAR STATE TO UNLEASH ITS GREAT POWER!

ALL-NEW BATTLE ARENA MINI-GAME!

NINTENDO DS

GAME BOY ADVANCE

Wii

NICK GAMES

www.nick.com/avatar

PRODUCTS RANGE FROM EVERYONE TO EVERYONE 10+

E-E 10+

Cartoon Violence
Violence

ESRB CONTENT RATING www.esrb.org

PlayStation 2

XBOX 360

PLAYTHQ.COM

©2007 Viacom International Inc. All Rights Reserved. Nickelodeon, Nickelodeon Avatar: The Last Airbender and all related titles, logos, and characters are trademarks of Viacom International Inc. Exclusively published by THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. TM, ®, Game Boy Advance, Nintendo DS, and the Wii logo are trademarks of Nintendo. © 2006 Nintendo. Microsoft, Xbox, Xbox 360, and the Xbox logos are trademarks of the Microsoft group of companies. Release dates may be subject to change.

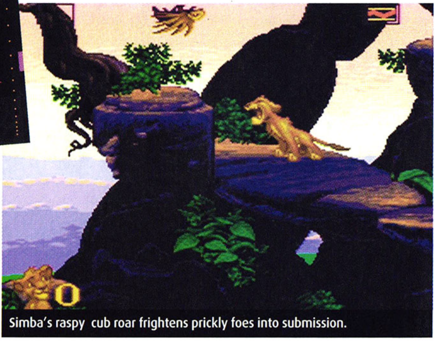
THQ

Asante sana squash banana!

THE LION KING

THE LION KING
Nintendo
SUPER NINTENDO ENTERTAINMENT SYSTEM

Let the circle of fun be unbroken.



Simba's raspy cub roar frightens prickly foes into submission.

Platform: Super NES
Developer: Virgin Interactive
Publisher: Virgin Interactive
Release Date: October 1994
Covered in Issues: 64, 66, 68, 69, 71, 86, 99, 118
Number of boulders out to kill you: Infinite

Your humble writer excluded, The Lion King has few fans among the NP crew. Fortunately, my cute-phobic cohorts can't snip the claws of this little kitty; the original SNES version sold more than 1.27 million copies and was released on seven other systems worldwide. Who says movie-spinoff games can't be the cat's meow?

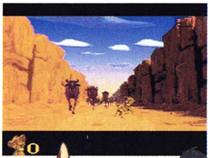
The Lion King begins much like the film on which it's based. Simba, lion cub extraordinaire, scampers about a savannah-inspired landscape, pouncing on cretinous varmints and swinging from the odd hippo tail. In addition to four paws and a heart of gold, he's armed with a "roar" that would make your housecat yawn (he's young—give him time!). Said meow is put to use stunning bothersome porcupines and ill-directed monkeys (whose tosses are your transportation in the "Can't Wait to be King" level's puzzle). Other hijinks include rhino-propelled jump-fests and helter-skelter ostrich rides; just another day for our lovable, royal scamp.

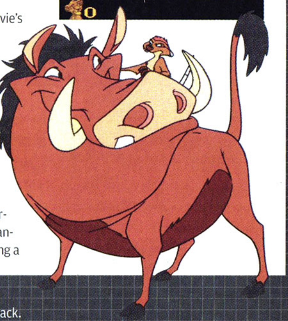
Of course, as in the film, nobody puts Simba in a corner. In a rare gaming twist, the gameplay shifts midway through, when Simba matures from his Jonathan Taylor Thomas roots into the raging killer he was destined to be (Matthew Broderick in the movie). A lion can't be all "hakuna matata" forever! Newly powerful paws are put to use swiping vines and pummeling foes. A post-pubescent roar renders jaguars and hyenas dazed and ripe for mauling (sadly, no time to eat in-game).

In the final level, the puzzling, pouncing, and log-jumping you've done culminate in a showdown with your evil uncle, Jeremy Irons (er, Scar). After scaling Pride Rock by way of a grueling platform-jumping and lightning-dodging tour de force, you throw down in a catfight that determines the fate of your pride and of the savannah as a whole. A few authoritative slaps and Scar is buzzard food.

Throughout the game, the movie's Academy Award-winning score gets the deluxe 16-bit workup, and pairs beautifully with the gameplay—from the bouncy "I Just Can't Wait to Be King" of Simba's carefree days to the nerve-racking "To Die For" of the stampede level. So why all the haters? The Lion King may seem like a fairly run-of-the-mill platformer, but underneath its cuteness and movie-franchise baggage (it isn't easy finding a decent game based on a flick) lies a brilliantly executed side-scrolling delight. Lovable film characters? Check. Rock-solid control, dynamic and challenging gameplay, and playful panache? Check. True-to-its-roots cartoonish charm? Check. What more could you ask for?

—Candace E.

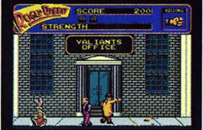




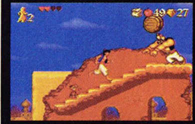
Have a favorite classic game you'd like to see revisited?
Send us your requests—we'll consider them for a future installment of Playback.
pulse@nintendopower.com

MAGIC KINGDOM?

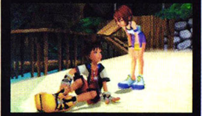
Disney is an old hand at sending their franchises into video game land. It goes without saying that The Lion King represents a successful venture on this front, but what about the rest?



Who Framed Roger Rabbit?
NES (1989), GB (1990): Absolute garbage. Inane riddles, tedious shopping puzzles, and a frustrating confrontation with Judge Doom. (We're not off to a good start.)



Aladdin
SNES, Sega Genesis (1993), GB (1995), GBC (2000), GBA (2004): Interestingly the Genesis iteration was the only one created by Lion King developer Virgin Interactive. That version was superb; the other versions, however, were hit-and-miss.



Kingdom Hearts
PS2 (2002): A peculiar mix of FF-infused role-playing and beloved Disney properties (including the likes of Donald Duck, Goofy, Jack Skellington, Simba, Tinkerbell, and scads of other denizens of Walt's vault). The game was well-received, but it stands as one of the strangest concepts to come out of the entertainment conglomerate.

REVIEWS

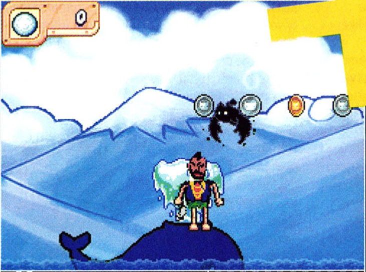
In-depth reviews of all the latest games.

WOODS
+7
Point Down
PRACTICE SWING
100
FULL
502 YDS

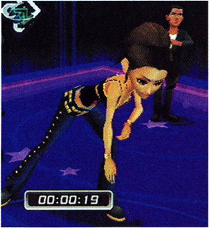
Tiger's second Wii tour is masterful!

+ Drawn to Life, My Sims, Dewey's Adventure, and more.

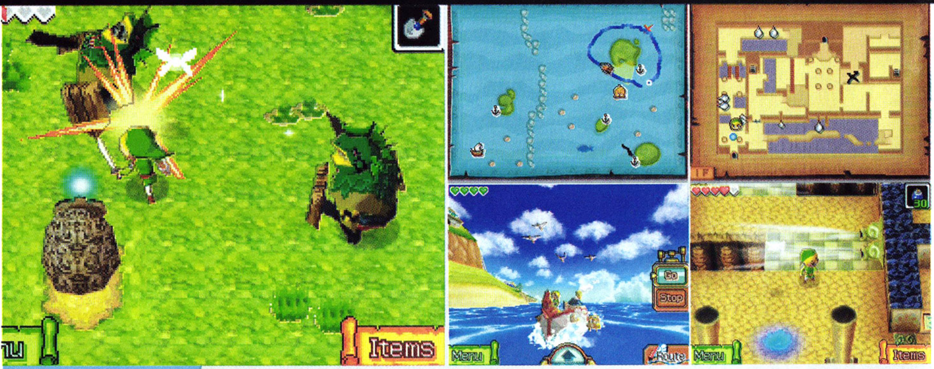
98
Will Zelda redefine adventure on DS?



102
How happy can a little robot make you?



105
DDR's full-body workout for Wii!



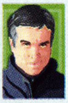
A LINK TO THE PAST GAMES

THE GLORY OF THE FAMILIAR

THE LEGEND OF ZELDA: PHANTOM HOURGLASS

RATING: 9.5

PLATFORM: **NINTENDO DS**
PUBLISHER: **NINTENDO**
DEVELOPER: **NINTENDO**
ESRB: **EVERYONE**

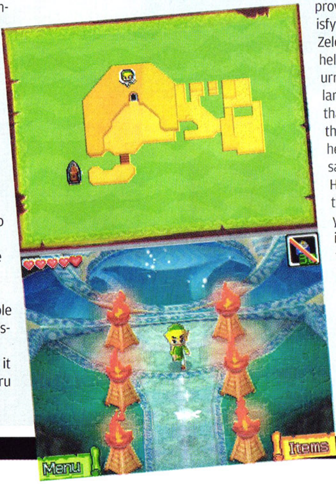


For better or worse (but mostly for better), the Legend of Zelda franchise has become a known quantity to video game consumers. It's sort of like buying a Rolex watch or a Mercedes Benz—any Zelda game will, almost without fail, satisfy gamers with its quality and attention to detail, and it will do so in a wholly unsurprising way. The games in the series follow a very predictable pattern: You start out as an underpowered, pointy-eared swordsman in some vaguely medieval backwater, then you gradually come to understand that you are the key player in some desperate, supernatural struggle. With a few words of encouragement from some wise man, princess from another dimension, or sentient plant, you set off on an adventure. First you acquire a sword, then you pick up weapons and tools at the exact time that they become essential to your quest. Central to your mission is an item that can manipulate some primal force normally beyond the control of man: time, the laws of physics, the weather, the seasons . . . whatever. As you fight your way through increasingly difficult dungeons scattered throughout an overworld, you slowly collect magical objects or creatures that have been hidden/lost/imprisoned/corrupted until you have enough magic and stamina for a showdown with the evil being who's been pulling the strings throughout your adventure. Then you'll get a better sword, head to a really tough dungeon, and fight the evil being with just about every weapon and ability you've picked up during your quest. Of course, there are also a zillion little diversions and fetch quests to stretch your adventure into the 40-hour range if you're an obsessive completionist. You get the idea: when you start a Zelda game, you're buying a ticket for more or less the same ride you took the last time you played a Zelda game.

Before I'm tracked down and bludgeoned by hordes of rabid Zelda fans, I'll cut to the chase: I don't like Phantom Hourglass and the other Zelda games—I *love* them. The series thrives because it melds comfortable familiarity with small surprises, clever gimmicks, and minor plot twists. As silly as it sounds, I believe that Shigeru Miyamoto stumbled upon some "golden ratio" of game design 20 years ago with the original Legend of Zelda—some mystical combination of appealing character design, carefully structured puzzle and combat challenges, and sound and music that drills into the pleasure centers of your brain. Eiji Aonuma has taken that Zelda formula and found ways to endlessly riff on it like a masterful jazz musician: Ocarina, Majora's Mask, The Wind Waker, Twilight Princess, and now Phantom Hourglass. The sheer pleasure of exploring and manipulating these clockwork worlds is a unique experience in gaming that should never be missed. All the heroic, sword-and-sorcery boilerplate is simply a Trojan horse that contains some of the most ingenious puzzles ever conceived. The Zelda titles would delight and entertain people even if they were taken out of Hyrule and set in an Omaha office building. I wish that the same could be said of most other games.

Phantom Hourglass will not leap out at you with the shock of the new. It builds upon past Zelda brilliance with its innovative touch-screen controls and improves upon The Wind Waker's awesome sailing mechanics. The core gameplay is nearly flawless (occasionally the touch screen will let you down in a fierce boss battle, however) and provides the deepest, most satisfying, and most accessible Zelda experience on a handheld system to date. It also resurrects The Wind Waker's stellar production design—a trend that I hope will continue on the DS and on future handheld systems. We've already said more about Phantom Hourglass in this publication than you should know before you begin it, and I have no intention of giving away any further surprises (if you must, read more about the game on page 50). Just know that it's the same Zelda you've always loved, and that's a good thing.

—DREW W.



WRITERS' BLOCK

WHAT WOULD YOU BE DOING IF YOU WEREN'T WRITING FOR A GAMING MAGAZINE?

It's a completely inconceivable scenario, we know.

CHRIS HOFFMAN

I'd move to Canada and become the nation's first moose-riding mountie. Then someone could make a video game about it. Either that or I'd write a biography of Mr. T.

CHRIS SHEPPERD

I'd probably return to my life as a flying, invisible superhero. Writing about video games is the only thing that could ever take me away from that. Or I'd just sit on my couch.

GEORGE SINFIELD

I guess I'd have to get a real job. Let's hope it doesn't come to that.

STEVE THOMASON

I'd put my political science degree to good use and . . . oh, who am I kidding? There is no good use for a political science degree. I'd probably end up as a hobo.

SCOTT PELLAND

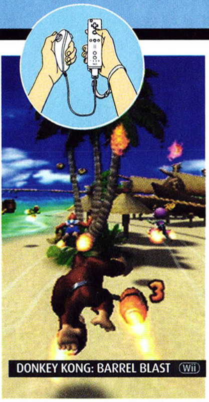
I'd compose a sci-fi rock opera entitled "The Tapirs of Titan" featuring the world's first baritone ungulate in a leading role.

CASEY LOE

Are there still organ grinders? No? Then I'm bringing that back. If you have a turn-crank organ and a trained Capuchin Monkey you're willing to part with, contact me care of the magazine.

PETE MICHAUD

Two words: Ocelot Hunter. But seriously, folks, I've always considered myself a country boy, I think I might try my hand at living in the big apple, err . . . city.



DONKEY KONG: BARREL BLAST (Wii)

DONKEY KONG: BARREL BLAST

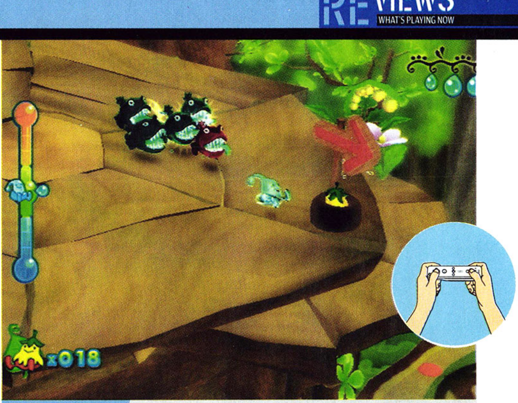
RATING: 6.5

PLATFORM: Wii
PUBLISHER: Nintendo
DEVELOPER: Paon
ESRB: Everyone

Beginning its development as a bongo-compatible title for the GameCube, Barrel Blast seems tailor-made for the motion-oriented controls of the Wii. But while the Wii doesn't mishandle the original concept, the simplicity of shaking the nunchuk and remote to guide your vehicle along the course underutilizes the potential of the controller. Since the turning is done for you and you're only moving left and right to avoid obstacles, there are stretches during races where you barely have to move at all. Barrel Blast tries to spice up gameplay by adding opportunities to string together combos by ramming nearby objects in succession, but the risk of crashing into an indestructible object is often not worth the speed-boost reward.

The controls may be a little undercooked, but there is some devilish fun to be had in the multiplayer mode. The ability to punch opponents in your way, as well as unleash a sizeable arsenal of pick-up weaponry, makes for some rowdy races. It's unfortunate that Nintendo has waited for marquee titles to unveil the Wii's online capabilities; Barrel Blast is a glaring example of a game that would benefit greatly from Wi-Fi multiplayer action.

Many of the Wii titles that began development on the GameCube still look like GameCube games. To Barrel Blast's credit, it looks like there was a concerted effort to make the game look better—a smooth frame rate and some nice effects spruce up an otherwise mundane racer. —**Chris S.**



WATER WORLD

DO THE DEW

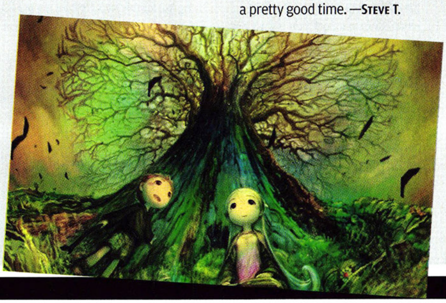
DEWY'S ADVENTURE

RATING: 7.0

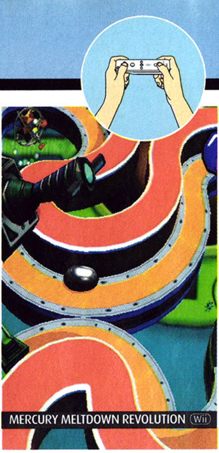
PLATFORM: Wii
PUBLISHER: Konami
DEVELOPER: Konami
ESRB: Everyone

Dewy's Adventure is sort of a throwback to the classics of the 16-bit era. It takes a single gameplay concept—the ability to transform water-based hero Dewy into liquid, ice, and mist forms—and cleverly builds each level around that idea. The result is a game without a lot of complexities that still manages to be very creative and engaging. It constantly introduces new ways to utilize the same basic mechanics, and each world culminates in a wonderfully imaginative boss battle that requires you to use Dewy's various forms in tandem.

The game's bright, vibrant colors and adorable character designs may turn off some, but I find it quite charming (in fact, the aesthetic reminds me a lot of Namco's beloved Klonoa: Door to Phantomile). Like many platformers of yore, that light-hearted exterior belies a pretty stiff challenge. The tilt controls are up to the task for the most part, with one glaring exception: the ice world. Because Dewy slides around on his butt, there's already an element of momentum to his movements. Put him on a slippery surface, and it becomes an exercise in frustration as you struggle to keep the pint-sized protagonist from sliding off of platforms and to his doom. It wouldn't be such a big deal if the ice world didn't constitute nearly 20% of the game (there are six worlds in total, each consisting of four levels). The lack of mid-level checkpoints only exacerbates the problem, especially when some of the stages take 15 minutes or more to complete. If you can persevere through that one world, though, the rest of Dewy's Adventure offers a pretty good time. —**Steve T.**



SONIC RUSH ADVENTURE (DS)



MERCURY MELTDOWN REVOLUTION (Wii)

SONIC RUSH ADVENTURE

RATING: 9.0

PLATFORM: **NINTENDO DS**
PUBLISHER: **SEGA**
DEVELOPER: **SONIC TEAM/DIMPS**
ESRB: **EVERYONE**

Sonic's become something of a message-board whipping boy these days, but Sonic Rush Adventure proves that the ol' hedgehog can still deliver a top-notch platformer. The 2-D gameplay builds off of 2005's Sonic Rush, including the return of the brilliantly conceived trick system. When one of the game's myriad environmental gadgets sends Sonic airborne, you can pull off tricks to fill the blue blur's tension gauge. That, in turn, allows Sonic to perform an ultraspeedy Super Boost that plows through any foe in his path (thus solving the franchise's long-running problem of getting blind-sided by a fast-approaching enemy). This system gives the action a nice rhythm, and feels like a logical extension of the classic formula established during the hedgehog's Genesis days. The level designs are fantastic as well, boasting lots of variety in terms of both structure and aesthetics.

Between stages, Sonic roams an island hub where he can chat with inhabitants to unlock bonus missions, earn decorations for his new tropical home, or gather information regarding his next destination. Each side-scrolling stage is located on a different island, and to get there you must travel by sea via one of four watercraft. All of the vessels control differently, from a jet ski that you steer by sliding the stylus, to a submarine that has you tapping targets to the beat of the music à la Elite Beat Agents. The side-scrolling stages are still the main attraction, but these nautical excursions serve as a fun diversion.

Though the writing is a bit better than what we usually get from the series, I could do without all of the extraneous storytelling that accompanies the added adventure elements. Other than that, Sonic Rush Adventure offers everything you could want from Sega's speedy mascot: tight controls, clever boss battles, gorgeous hand-drawn backdrops, and a catchy soundtrack. That should get the message-board denizens off his back for a little while, at least. —**STEVE T.**

MERCURY MELTDOWN REVOLUTION

RATING: 6.0

PLATFORM: **Wii**
PUBLISHER: **IGNITION**
DEVELOPER: **IGNITION**
ESRB: **EVERYONE**

To complete the stages in Mercury Meltdown Revolution, you'll need to explore the strange properties of a glob of mercury by heating it into slippery puddles of slag, freezing it into slow-rolling pinballs, or splitting it into globules that can trigger different devices simultaneously. MMR has plenty of clever ideas, and while solving its puzzles is satisfying, the execution is not. Instead of controlling your glob(s) directly, you tilt the entire stage by making the tiniest of adjustments to your Wii remote's orientation, and when you misjudge an angle or let your fingers slip, your glob will split into unwanted globules or plummet off a ledge entirely. The strict controls make Mercury Meltdown Revolution a bit too frustrating for casual audiences, but with a retail price of only $20, there's little risk in trying it out to see if it's right for you.
—**CASEY L.**

HELLO, KITSCHY

ON THE TOWN

MySims

RATING: 7.0

PLATFORM: **Wii**
PUBLISHER: **ELECTRONIC ARTS**
DEVELOPER: **ELECTRONIC ARTS**
ESRB: **EVERYONE**

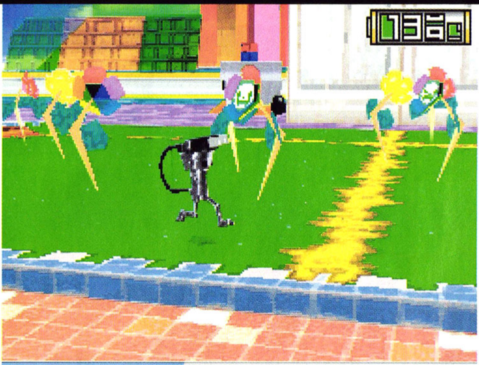
Your MySims virtual existence begins when you arrive in a run-down town, having first built your Sim using a simple-but-fun character editor. The mayor shows you the ropes, demonstrating how to create buildings, collect special "essences" that you can use in your designs, and even how to craft household items. Buildings and objects are compilations of 3-D blocks, specialized pieces such as doors and decorations, and colors and patterns; you place each piece and choose its appearance. Budding architects and designers will be in heaven. Following a blueprint design lets you build specific pieces, some of which you'll present to other Sims to advance the story. Using both the Wii remote and nunchuk gives you a good range of control over the creative process, although placing pieces precisely can be cumbersome. Load times of up to five seconds every time you enter a building or a new editor screen are annoying, however.

But building is only part of the story in MySims. Your real job is to satisfy the needs and desires of the town's Sims and create an environment that will attract newcomers. The interaction is fairly simple; you can talk to characters, be nice or mean to them, give them items, or interact in context-specific ways such as dancing in the club or juggling at a picnic. As you complete more tasks and improve the town, you'll earn stars that open up new areas.

I really wanted to love MySims, and I did enjoy the freedom to build and rebuild the town's structures, but without the charming interplay of characters found in Animal Crossing or the deep social interaction in The Sims, MySims seemed lacking. For one thing, it doesn't offer the connectivity with the DS version that EA reportedly wanted to include, and without an online component you can't even show off your village to friends. My final analysis is this: if you love creating things and have lots of patience, MySims is worth a look, but if you're hoping for a cute virtual neighborhood to inhabit, Animal Crossing: Wild World is a better place to settle.
—**SCOTT P.**

DIGIMON
DATA SQUAD
THE FIFTH EVOLUTION COMING TO JETIX
TOEI ANIMATION

©AKIYOSHI HONGO, TOEI ANIMATION



EVERYBODY LOVES CHIBI

A WALK IN THE PARK

CHIBI-ROBO: PARK PATROL

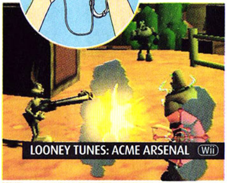
RATING: 8.5

PLATFORM: **NINTENDO DS**
PUBLISHER: **NINTENDO**
DEVELOPER: **SKIP**
ESRB: **EVERYONE**

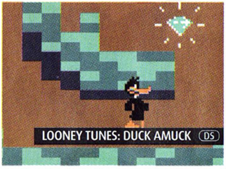
Saving the world from evil and destruction are the usual goals of adventure games, so it's refreshing that your mission in Chibi-Robo: Park Patrol for DS is to save just a tiny corner of the planet from pollution and neglect. Fortunately for players, having diminished responsibility doesn't mean that less fun awaits. As a four-inch-tall robot—a sort of eco-minded Energizer bunny—your great challenge is to turn a barren city park into a welcome retreat for citizens. Your tasks will include planting flowers, restoring infrastructure, befriending toys-in-need, upgrading your capabilities, exploring the town, and battling the ecologically challenged Smogglor and his flower-zapping Smogling buddies, who are bent on wrecking your efforts to beautify the town. Lending a helping hand are your quirky new friends—like Francois the marionette, who longs to be free of his strings, and Pop and Fizz the soda-peddling, sidewalk-surfing penguins; after you help them out of a pinch they'll return the favor by working on special projects such as building paths, repairing bridges and so forth. Everything in Chibi's world—items and services alike—exacts a cost in Watts, which serve as currency as well as energy, so collecting Happy Points and converting them to Watts is your first priority. The game's chatty characters, particularly Chet, your computer buddy, gently guide you through the story and keep you focused on the important tasks at hand. Like the original GameCube Chibi-Robo, the Chibi sequel is a leisurely affair with gentle messages.

Whereas Park Patrol aims to touch your heart and social conscience, a big part of the game's appeal is that you can touch it, too; via the DS's touch screen you'll manipulate most of Chibi's tools, spinning a record to create music, pumping a water-sprayer to give your flowers a drink, pedaling a bike, digging holes, plugging into outlets to charge up your battery. It's curious that the developers stopped short of committing all the game's controls to the touch screen, because using both buttons and touch creates disruptions in the game's flow as you switch between button and stylus actions. But apart from some awkward control moments and the limited motion of the game's camera, Chibi includes few obstacles to enjoyment.

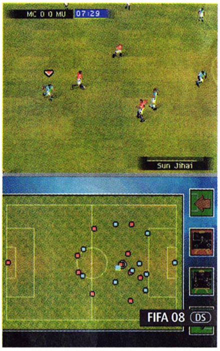
If stress and superhuman challenges are what you seek, seek them elsewhere. But if the doctor prescribed a leisurely paced game that gives one a sense of accomplishment and lifts the spirit with humor, then Chibi's excursion on DS will go a long way toward curing your video game blues. —**SCOTT P.**



LOONEY TUNES: ACME ARSENAL (Wii)



LOONEY TUNES: DUCK AMUCK (DS)



FIFA 08 (DS)

LOONEY TUNES: ACME ARSENAL

RATING: 3.5

PLATFORM: **Wii**
PUBLISHER: **WB GAMES**
DEVELOPER: **RED TRIBE**
ESRB: **EVERYONE 10+**

Looney Tunes: Acme Arsenal seems like it was made as an excuse to show off shiny new CG cut-scenes featuring the Looney Tunes crew. These pre- and post-level cinematics look top-notch, and they're even funny (if slapstick humor is your thing). The gameplay, on the other hand . . . well, Daffy says it best: "That's despicable!" When the focus is on shooting (as in the Wild West or war levels) or driving vehicles (which accounts for two stages), the action is passable, but the rest of the game is a monotonous melee-based wagglefest that gets old awfully fast. The levels are poorly designed and feature extremely rudimentary architecture (although the game does look slightly better than the initial foggy, draw-in-plagued stages indicate), and the spin maneuver—essential for some of the game's platforming bits—is infuriatingly unresponsive. I give the creators props for mapping the camera controls to the remote's Control Pad (other developers take note!), but I'd be more impressed if the game were fun. —**CHRIS H.**

LOONEY TUNES: DUCK AMUCK

RATING: 8.5

PLATFORM: **NINTENDO DS**
PUBLISHER: **WB GAMES**
DEVELOPER: **WAYFORWARD**
ESRB: **EVERYONE**

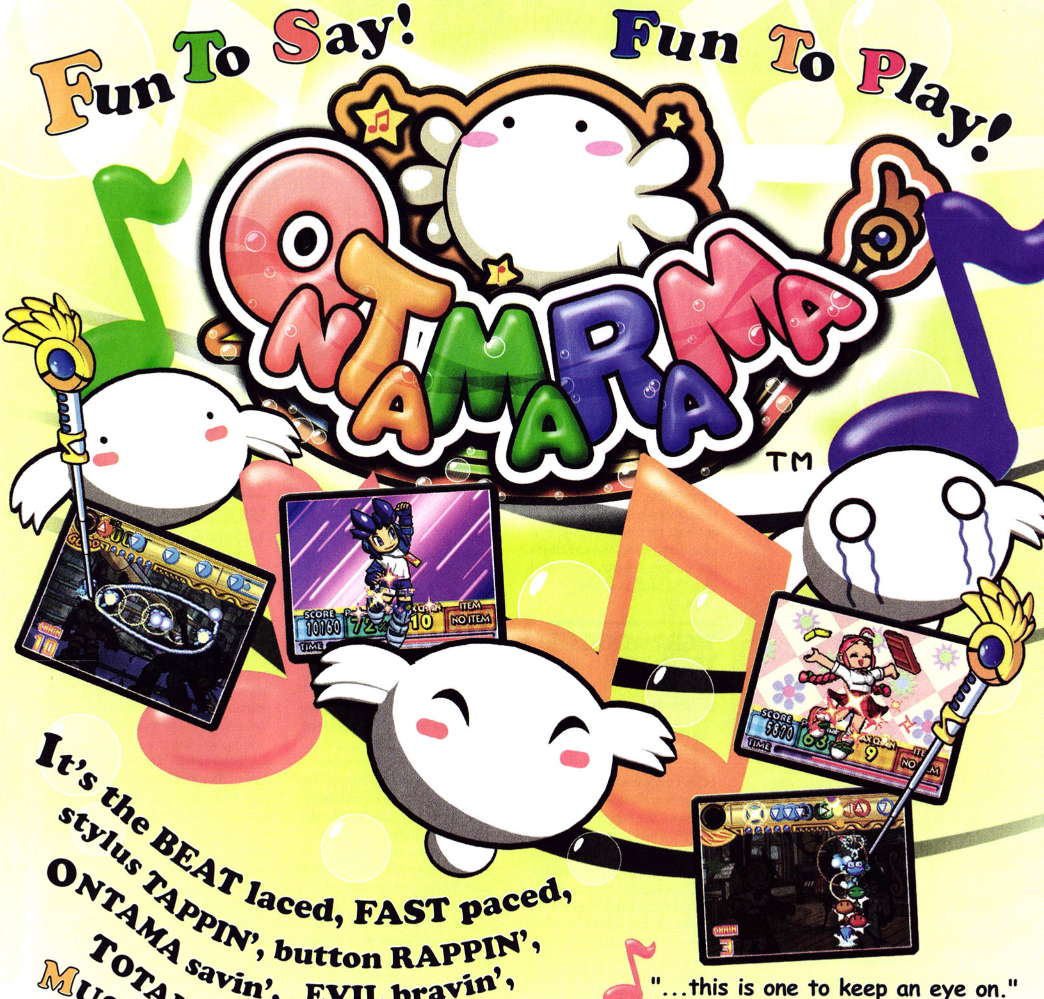
As clever and funny as any DS game in recent memory, Duck Amuck is based on the 1953 classic short in which an unseen animator (later revealed to be Bugs Bunny) torments Daffy Duck by changing the scenery, erasing his body, and generally making him quacking mad. The story in the DS adaptation is told through 22 stylus-driven minigames that you unlock by interacting with Daffy on the blank-slate main screen. After you slice through Daffy's midsection, for example, the duck-cutting game Daffy Divided challenges you to do the same to a gaggle of Daffys that get smaller as you progress. The trials do a good job of testing your stylus-manipulating skill, but are thin in terms of strategy. The real charm of the game comes from Daffy's animated reactions to your meddling, done with such a pitch-perfect style that it would have made the late Chuck Jones proud. —**GEORGE S.**

FIFA 08

RATING: 8.0

PLATFORM: **NINTENDO DS**
PUBLISHER: **ELECTRONIC ARTS**
DEVELOPER: **EXIENT LIMITED**
ESRB: **EVERYONE**

EA takes its soccer seriously, scrupulously scouting the world's major leagues so its FIFA series has up-to-the-minute realism, and that's true of the DS edition as much as it is of the Wii version. Remarkably detailed graphics, unparalleled voice commentary, intuitive control options, deep management features, and a great variety of modes bring home the full soccer experience. FIFA 08 gives you ample ways to get your kicks, from quick single-player or multiplayer matches, to Nintendo Wi-Fi Connection options that allow you to view leader boards, update squads, download new scenarios, and play matches against friends or online FIFA fans. If you're as serious about your soccer as EA is, then FIFA 08 won't disappoint. —**SCOTT P.**


Fun To Say!
Fun To Play!
ONTAMARAMA™
SCORE 10160
72%
ACTION 10
ITEM NO ITEM
TIME
CHAIN 10
SCORE 9870
ACTION 9
ITEM NO ITEM
CHAIN 3

It's the BEAT laced, FAST paced,
stylus TAPPIN', button RAPPIN',
ONTAMA savin', EVIL bravin',
TOTALLY ADDICTIVE,
MUSIC-BASED RHYTHM GAME!

"...this is one to keep an eye on."
-GameSpot.com

"Best Nintendo DS Game" "Best Rhythm Game"

GAMESPOT
E3'07
EDITORS' CHOICE
FINALIST

"...great, addictive gameplay with one of the best pop/rock and hip-hop-style soundtracks you've heard on the DS."
-GameZone.com

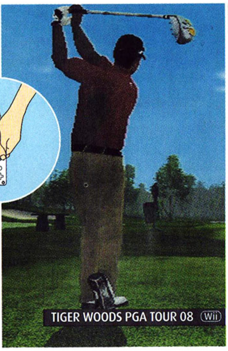
EVERYONE
E
CONTENT RATED BY ESRB
Comic Mischief

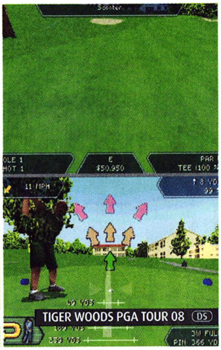
NINTENDO DS™

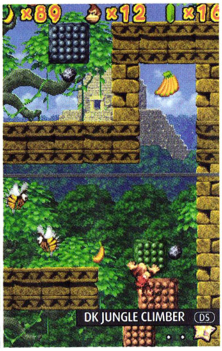
Visit www.atlus.com/ontamarama/

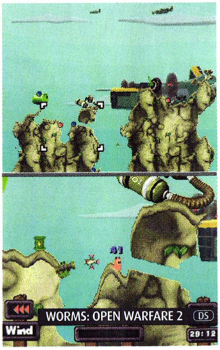
ATLUS®
WWW.ATLUS.COM

© 2007 NOISE FACTORY Licensed to and published by Atlus USA.
™, ® and Nintendo DS logo are trademarks of Nintendo. © 2004 Nintendo. The rating icons are trademarks of the Entertainment Software Association.


TIGER WOODS PGA TOUR 08 (Wii)


TIGER WOODS PGA TOUR 08 (DS)


DK JUNGLE CLIMBER (DS)


WORMS: OPEN WARFARE 2 (DS)

TIGER WOODS PGA TOUR 08

RATING: 8.0

PLATFORM: **Wii**
PUBLISHER: **Electronic Arts**
DEVELOPER: **EA Salt Lake**
ESRB: **Everyone**

What a difference a half year makes. Just six months ago we were reporting on the mediocrity of Tiger's first effort on Wii. But just like Tiger himself, Tiger Woods PGA Tour 08 finishes the year on top. It not only fine-tunes the Wii swing mechanics and restores many of the modes lacking in the 2007 version, but graphical enhancements make it much more realistic from tee to green. Taking a perfect swing demands steady motion and a good feel for how hard you want to hit the ball. Rushed, jerky motions will sometimes be misrecognized by the Wii remote (especially while chipping near the green), causing some major frustrations. But once you get the timing down, you don't need to look at some power meter to know how hard you hit it—it just feels right. You can also put a draw or a fade on the ball by adjusting your wrist angle through your swing, but it doesn't work quite as consistently as it should—you end up hitting a lot of shots straight (and into the trees) that you intended to curve.

New texturing and better grass effects provide a more organic feel to the courses, which helps not only in aesthetics, but also in gameplay. You have a better view of the ball, and better ability to judge distance when gauging your next shot. On the other hand, you don't have much preshot camera control, which sometimes makes it hard to see your landing target, particularly over big elevation changes.

The game modes offered are varied and flexible—you can begin a season tournament, hop out and play a Tiger Challenge contest, then go back and finish the tournament. Add in arcade-style minigames and a feature-rich multiplayer set, and Tiger Woods 08 will be hard to put down.
—**Chris S.**

TIGER WOODS PGA TOUR 08

RATING: 8.5

PLATFORM: **Nintendo DS**
PUBLISHER: **Electronic Arts**
DEVELOPER: **EA Tiburon**
ESRB: **Everyone**

I didn't think it was possible for a DS golf game to rival the experience of golf on Wii, but Tiger Woods PGA Tour 08 does so with style. As you might imagine, the stylus becomes a virtual club, but it's also used to set up your shot, pick targets, choose options, and tap into Nintendo WFC matches. The easy-to-use but powerful interface is a big part of what makes this game a winner. The backswing (moving backward on the touch screen) sets up the shot's power, and the follow-through (a forward motion) determines your hook or slice. But that's just the beginning of the golfing goodness: tournament courses like Pebble Beach and St. Andrews will challenge your shot-making skills; PGA Tour pros include Tiger, Vijay Singh, Annika Sorenstam, and many more top players. You can create your own character, of course, and then set up a foursome with a local wireless connection or with players joining online. The putting power scale is a minor annoyance as its color-coded meter doesn't designate the distance of each bar, but overall, this Tiger Woods edition is a master. I'd give it a green jacket! —**Scott P.**

DK JUNGLE CLIMBER

RATING: 8.0

PLATFORM: **Nintendo DS**
PUBLISHER: **Nintendo**
DEVELOPER: **Paon**
ESRB: **Everyone**

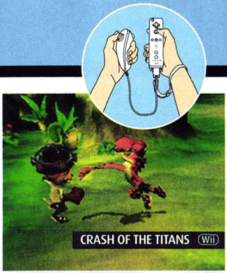
Although not a true sequel, DK Jungle Climber apes, err . . . bears a few similarities to its GBA predecessor DK: King of Swing. For one, you control DK almost completely via the L and R Buttons; the L Button closes his left hand, and the R Button closes his right hand. If one of DK's hands should land on a peg, he'll automatically rotate around the peg until you release the button. If you happen to close his other hand on another peg, DK will stay still until one or both buttons are released. And if one hand grasps a rock while spinning, DK can take careful aim and fire it across the screen. However, that's pretty much where the similarities to King of Swing end. Jungle Climber definitely outdoes its counterpart in the graphical department. King of Swing had a very cartoony hand-drawn look, whereas this game looks much more like the DK's Renderware SNES outings. This time around, you'll appreciate the help of Diddy Kong as he not only represents an extra life, but he'll ride on DK's shoulders and allow for long-range attacks that prove incredibly useful in defeating enemies. Jungle Climber keeps you very busy collecting; most items just increase lives (bananas, K-O-N-G letters, Banana Coins), but others are much more enticing, such as oil barrels that (if you collect enough of them) allows access to a hidden island on each world. The game's downside is its difficulty—it's easy to get frustrated when using just your untrained index fingers to control your character. The bottom line: Jungle Climber is much better than its predecessor, but it just might drive you bananas. —**Pete M.**

WORMS: OPEN WARFARE 2

RATING: 7.5

PLATFORM: **Nintendo DS**
PUBLISHER: **THQ**
DEVELOPER: **Two Tribes**
ESRB: **Everyone 10+**

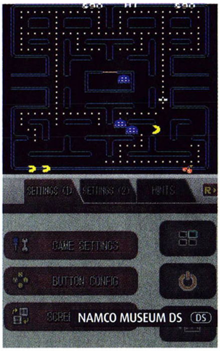
Whether you're brand-new to the Worms franchise (like me) or you've played all the games, Worms: Open Warfare 2 is a great 2-D entry in the series (and a great entry point to it). There's a very easy-to-learn tutorial (skippable for those who are pro Worms players) that quickly introduces you to the easy-to-learn, difficult-to-master gameplay. Essentially, you control a team of worms bent on destroying another team of worms, using a variety of interesting weapons (Bazookas, Exploding Sheep, Ninja Ropes, etc.). Most of the gameplay relies on estimating of just how far an enemy worm is from your worm, and then using the right tool for the job. Of course, some of the better weapons have limited quantities (Homing Missiles, Air Strikes) but you just have to make the best of what you have. If you've played the first Open Warfare on the DS you'll want to play this one; it trumps it by leaps and bounds—better map/camera control, more weapons, a more-robust single-player experience, and the ability to customize your team of worms as well as edit your own team flag. The Nintendo Wi-Fi Connection component is noteworthy too, complete with updated leaderboards (you know; for smack talk). Despite some frustratingly expert-level AI in the computer opponents, Open Warfare 2 is one you don't want squirming away from you. —**Pete M.**



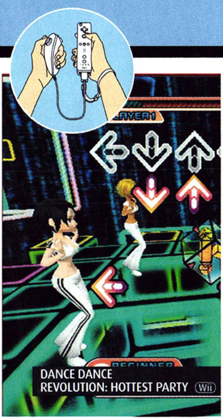
CRASH OF THE TITANS (Wii)

The lid's loose...

TOUCH DETECTIVE 2 1/2 (DS)



NAMCO MUSEUM DS (DS)



DANCE DANCE REVOLUTION: HOTTEST PARTY (Wii)

ICY LAKE
× 5
3423
0

DRAWN TO LIFE (DS)

CRASH OF THE TITANS

RATING: 6.5

PLATFORM: **Wii**
PUBLISHER: **Sierra**
DEVELOPER: **Radical Entertainment**
ESRB: **Everyone 10+**

Some games take a single premise or mechanism and make an engrossing, dynamic experience out of it (see Dewy's Adventure or Drill Dozer, for example). Crash of the Titans, however, relies on one maneuver as its big hook, and it's just not enough. Crash is essentially a beat-'em-up game based on the ability to "jack" into your enemies—you take over control of them and use them to fight against other monsters. It's a decent idea and competently executed, but it's rather dull after the millionth time you've done it. There's a little platforming mixed in to break up the monotony of the fights, but it's not challenging or original—jacking could've played a huge role in this aspect of the adventure. A fixed and unforgiving camera also makes the platforming experience frustrating.
—**Chris S.**

TOUCH DETECTIVE 2 1/2

RATING: 6.5

PLATFORM: **Nintendo DS**
PUBLISHER: **Atlus**
DEVELOPER: **Bee Works**
ESRB: **Everyone**

While Touch Detective 2 1/2's title should give you a good idea of the quirky sense of humor found in this graphic-adventure sequel, it's not really an appropriate name. The game looks like the original, plays like the original, and uses many of the same characters and locations as the original. Not that that's bad—the point-and-click mystery-solving adventure is once again perfectly suited to the DS from a gameplay standpoint, plus it boasts great animation, excellent writing, and endearing (if extremely bizarre) characters. The developers have even made the game less frustrating than its predecessor by making it easier to see interactive objects and providing visual clues when there's a less-than-obvious task to perform in a given environment. Unfortunately, a heavy reliance on arbitrary dialogue triggers to advance the story detracts from the game; it's at its best when you're solving item-based puzzles. I was also let down by the story. Although an overarching plot ties the game's five main episodes together, it hardly feels resolved by the time the credits roll. —**Chris H.**

NAMCO MUSEUM DS

RATING: 8.0

PLATFORM: **Nintendo DS**
PUBLISHER: **Namco Bandai**
DEVELOPER: **M2**
ESRB: **Everyone**

Namco Bandai's latest arcade collection contains stellar arcade hits along with some sentimental favorites: Pac-Man, Galaga, Galaxian, Xevious, Mappy, The Tower of Druaga, and Dig Dug—all simple to learn and play and virtually impossible to master. Multiplayer Pac-Man Vs. is included in a version featuring a single-card wireless download option. The collection is stuffed with nostalgic goodies, such as a "music box" for playing classic sound effects and tunes, game descriptions, original flyers, even virtual DIP switches to change game settings. One gripe: the sprites are just too tiny on the DS to give you an authentic sense of playing the original. It's a small price to pay.
—**Scott P.**

DANCE DANCE REVOLUTION: HOTTEST PARTY

RATING: 8.0

PLATFORM: **Wii**
PUBLISHER: **Konami**
DEVELOPER: **Konami**
ESRB: **Everyone 10+**

Dance Dance Revolution has been luring gamers off their sofas for years, making the franchise a perfect fit for Wii fans. All versions of DDR require a dance pad beneath your feet (you can buy a version of the game with the pad packed in, or use the one from the GameCube's Dance Dance Revolution: Mario Mix), but Hottest Party also demands a Wii remote and nunchuk in your hands. All of the songs mix hand icons among the left and right arrows, which can be cleared with a swing of the remote or nunchuk in any direction. It's a simple addition, but the effect is huge; years of playing DDR have blazed a synaptic highway from my eyes to my feet, and rewiring my brain to correctly process the hand icons was surprisingly tough. It's worth the brain tangles—the hand actions contribute a lot to the experience, especially in Workout mode, where they transform step aerobics into a full-body workout.

However, the hand actions are sure to be controversial among longtime fans, and detractors will find no recourse on the options screen. There's no way to replace the hand icons with foot arrows to re-create the standard arcade-style DDR experience, nor is there any way to turn off the Mario Mix novelty arrows that move diagonally around the screen or require two stomps to clear, and so on. These aren't bad additions by any means, but it's a shame that once again, Konami has denied Nintendo fans a proper arcade mode. But with a great song selection, a wide variety of modes, and new icons that evolve the series' formula, there are still plenty of good reasons to RSVP to Hottest Party.
—**Casey L.**

DRAWN TO LIFE

RATING: 7.5

PLATFORM: **Nintendo DS**
PUBLISHER: **THQ**
DEVELOPER: **5th Cell**
ESRB: **Everyone**

A game like Drawn to Life will no doubt garner its share of critics. The platforming adventure that makes up the bulk of the gameplay is incredibly easy; veterans of Yoshi's Island DS and other brutal platforming slogs will likely dismiss it as a baby game for babies. If you only look only at the core game—a cute tale about cute creatures called Raposas who need someone to fix their cute town and save them from a deadly, but cute, villain—those critics might have a point. But Drawn to Life has a huge ace up its sleeve that renders it immune to most types of traditional video game criticism: you can play the game using characters you actually create. If you have no interest in art or DIY game design, then you should steer clear of DTL, but if you're itching to cook up some digital art, you'll have a blast. Although it's a fairly easy game, it isn't broken or boring. The mild challenges are even more entertaining when, say, you draw an alligator where there should be a cloud or a roofing nail where there should be a spring. The core game is well thought out, too. The Raposas' troubles—initiated by their ill-advised devotion to you, their alleged creator—offer up countless opportunities to jack up their weird little world with your demented designs.—**Drew W.**

[ARCHIVE]

METROID PERFECTION

October is often the calm before the storm when it comes to video game releases, and 2007 was no exception. But even though last month didn't see an avalanche of new games, we did review some notable titles led by the never-before-achieved distinction of Metroid Prime 3: Corruption receiving a rating of 10 from Chris Shepperd, who is more often a merciless critic of imperfection. "Corruption exemplifies the Metroid experience better than any game before it," Chris wrote in his summation. High praise indeed.

SCORES REFLECT INDIVIDUAL REVIEWERS' OPINIONS.
• INDICATES WI-FI COMPATIBLE

TITLE	SCORE	PUBLISHER	VOL.	ESRB
Wii				
Alien Syndrome	6.0	Sega	220	T
The Ant Bully	N/A	Midway	211	E10+
Avatar: The Last Airbender	N/A	THQ	211	E10+
The Barnyard	N/A	THQ	211	E10+
The Bigs	6.0	2K Sports	218	E
Bionicle Heroes	5.0	Eidos	216	E10+
Blazing Angels: Squadrons of WWII	7.0	Ubisoft	215	T
Boogie	5.5	Electronic Arts	220	E10+
Brunswick Pro Bowling	6.0	Crave	219	E
Bust-a-Move Bash!	6.5	Majesco	217	E
Call of Duty 3	6.5	Activision	211	T
Carnival Games	7.0	Global Star	220	E
Cars	N/A	THQ	211	E
Chicken Little: Ace in Action	7.0	Buena Vista	212	E10+
Cooking Mama: Cook Off	7.5	Majesco	216	E
Cosmic Family	N/A	Ubisoft	215	E
Dave Mirra BMX Challenge	4.0	Crave	220	E
Dragon Ball Z: Budokai Tenkaichi 2	7.0	Atari	211	T
Driver: Parallel Lines	5.0	Ubisoft	219	M
Elebits	7.5	Konami	212	E
Escape from Bug Island!	3.5	Eidos	217	M
Excite Truck	8.5	Nintendo	211	E
Far Cry: Vengeance	4.0	Ubisoft	212	M
The Godfather: Blackhand Edition	8.0	Electronic Arts	216	M
The Grim Adventures of Billy and Mandy	N/A	Midway	211	E10+
GT Pro Series	5.0	Ubisoft	211	E
Happy Feet	4.5	Midway	211	E
Harry Potter and the Order of the Phoenix	7.0	Electronic Arts	218	E10+
Heatseeker	7.5	Codemasters	215	T
Ice Age 2: The Meltdown	N/A	Sierra	212	E10+
Kororinpa: Marble Mania	7.0	Hudson Soft/Konami	215	E
Legend of the Dragon	5.5	The Game Factory	218	T
The Legend of Zelda: Twilight Princess	9.5	Nintendo	211	T
Madden NFL 07	8.5	Electronic Arts	211	E
• Madden NFL 08	8.0	Electronic Arts	220	E
Mario Party 8	7.5	Nintendo	217	E
• Mario Strikers Charged	8.5	Nintendo	219	E10+
Marvel: Ultimate Alliance	8.0	Activision	211	T
Medal of Honor: Vanguard	6.0	Electronic Arts	217	T
Meet the Robinsons	6.5	Buena Vista	215	E10+
Metal Slug Anthology	8.0	SNK Playmore USA	211	T
Metroid Prime 3: Corruption	10.0	Nintendo	220	T
Monster 4x4: World Circuit	6.5	Ubisoft	211	E
Mortal Kombat: Armageddon	8.0	Midway	217	M
Need for Speed: Carbon	6.0	Electronic Arts	212	E10+
Open Season	N/A	Ubisoft	211	E10+
Pirates of the Caribbean: At World's End	4.5	Disney Interactive	217	T
• Pokémon Battle Revolution	6.5	Nintendo	218	E
Prince of Persia: Rival Swords	7.0	Ubisoft	215	T
Rampage: Total Destruction	6.5	Midway	211	E10+
Rapala Tournament Fishing	N/A	Activision	212	E
Ratatouille	7.5	THQ	218	E
Rayman Raving Rabbids	7.5	Ubisoft	211	E
Red Steel	8.0	Ubisoft	211	T
Resident Evil 4: Wii Edition	9.0	Capcom	218	M
Scarface: The World Is Yours	7.5	Sierra Entertainment	218	M
Sonic and the Secret Rings	8.5	Sega	214	E
Spider-Man 3	6.0	Activision	217	T
SpongeBob SquarePants: Creature from the Krusty Krab	7.0	THQ	211	E
SSX Blur	8.5	Electronic Arts	215	E
Super Paper Mario	9.5	Nintendo	216	E
Super Monkey Ball: Banana Blitz	8.5	Sega	211	E
Super Swing Golf	7.5	Tecmo	212	E
Surf's Up	6.0	Ubisoft	217	E10+
Tamagotchi: Party On!	2.5	Namco Bandai	217	E
Tiger Woods PGA Tour 07	8.5	Electronic Arts	215	E
TMNT	5.0	Ubisoft	215	E10+
Tom Clancy's Splinter Cell: Double Agent	6.0	Ubisoft	211	M
Tony Hawk's Downhill Jam	7.5	Activision	212	E10+
Transformers: The Game	5.5	Activision	219	T
Trauma Center: Second Opinion	8.5	Atlus	211	T
WarioWare: Smooth Moves	9.0	Nintendo	212	E
Wii Play	7.0	Nintendo	213	E
Wii Sports	8.0, 8.5	Nintendo	211	E
Wing Island	5.5	Hudson Soft/Konami	215	E
World Series of Poker: Tournament of Champions	N/A	Activision	212	T
NINTENDO GAMECUBE				
Avatar: The Last Airbender	7.0	THQ	210	E
Bionicle Heroes	5.0	Eidos	211	E10+
Bratz: Forever Diamonds	N/A	THQ	210	E
FIFA 07	8.0	Electronic Arts	210	E
Flushed Away	6.5	D3PA	210	E
The Grim Adventures of Billy and Mandy	6.5	Midway	210	E10+
Happy Feet	N/A	Midway	211	E
The Legend of Zelda: Twilight Princess	9.5	Nintendo	212	T
Meet the Robinsons	N/A	Buena Vista	215	E10+
Naruto: Clash of Ninja 2	7.5	Tomy/D3PA	210	T
Need For Speed: Carbon	7.5	Electronic Arts	211	E10+
Nicktoons: Battle for Volcano Island	N/A	THQ	210	E
Radio Allergy	5.0	0~3	215	E
Shrek Smash N' Crash Racing	N/A	Activision	213	E10+
The Sims 2 Pets	6.5	Electronic Arts	211	E
SpongeBob SquarePants: Creature from the Krusty Krab	8.5	THQ	210	E
TMNT	N/A	Ubisoft	214	E10+
Tom Clancy's Splinter Cell: Double Agent	4.5	Ubisoft	210	M
Tomb Raider: Legend	7.5	Eidos	211	T
NINTENDO DS				
Arthur and the Invisibles	N/A	Atari	213	E
Avatar: The Last Airbender	6.5	THQ	210	E
Bionicle Heroes	N/A	Eidos	211	T
• Bomberman Land Touch!	7.0	Atlus	211	E
Brain Boost: Beta Wave	N/A	Majesco	212	E
Brain Boost: Gamma Wave	N/A	Majesco	212	E
Bratz: Forever Diamonds	N/A	THQ	210	E
Brothers In Arms DS	9.0	Ubisoft	218	T
Cake Mania	5.5	Majesco	216	E
Cartoon Network Racing	N/A	The Game Factory	213	E
• Castlevania: Portrait of Ruin	9.0	Konami	211	T
Catz	N/A	Ubisoft	211	E
Charlotte's Web	6.0	Sega	211	E
Chicken Little: Ace in Action	6.5	Buena Vista	210	E
Children of Mana	6.5	Nintendo	210	E10+
Code Lyoko	7.0	The Game Factory	218	E10+
• Contact	6.5	Atlus	209	E10+
Cookie & Cream	6.5	Agetec	217	E
Custom Robo Arena	7.5	Nintendo	215	E10+
Death Jr. And The Science Fair of Doom	5.0	Konami	217	E10+
• Diddy Kong Racing DS	7.5	Nintendo	213	E
• Digimon World DS	N/A	Namco Bandai	212	E
Diner Dash: Sizzle & Serve	6.5	Eidos	217	E

REVIEWER NOTES

THE LEGEND OF ZELDA: TWILIGHT PRINCESS (Wii)

I recently started playing through Twilight Princess again, and I stand by my original score of 9.5. The vast world is simply amazing, the graphics look great, the story is excellent, and the game actually benefits from its Wii controls. Some of the early pacing is questionable, but the game is incredibly deep and fun. If you have a Wii, there's a good chance you've already got Twilight Princess, but if not, go correct that now.

—Chris H.

>METROID PRIME 3: CORRUPTION

As much as I love the first Metroid Prime, I think that part three is the best in the trilogy. It looks gorgeous, the controls are spot-on, and superb pacing ties everything together.

—Steve T.

NERVOUS BRICKDOWN

Clearly Pete enjoyed the experience (see Reviews Vol. 219) of playing Eidos's edgy Breakout-esque action game, and I have to agree that the colorful title is jammed with visual surprises. But for me the experience eventually soured for the lack of substance that Pete also noted. No matter what the context is, knocking something around with a paddle gets tedious when that's all there is to do.

—Scott P.

Title	Score	Publisher	Vol.	ESRB
Disney's American Dragon: Jake Long—Dogz	N/A	Ubisoft	211	E
Dragon Ball Z: Harukanaru Densetsu	4.0	Atari	217	E
Dynasty Warriors DS: Fighter's Battle	7.5	Koei	219	E10+
Elite Beat Agents	9.5	Nintendo	210	E10+
Eragon	N/A	Vivendi	211	T
Etrian Odyssey	7.0	Atlus	217	T
F-24 Stealth Fighter	3.5	Majesco	215	E10+
Fantastic Four: Rise of the Silver Surfer	2.0	2K Games	218	E10+
FIFA 07	N/A	Electronic Arts	210	E
• Final Fantasy III	8.0	Square Enix	211	E10+
• Final Fantasy Fables: Chocobo Tales	7.0	Square Enix	216	E
Flipper Critters	4.5	Ignition Entertainment	218	E
Flushed Away	N/A	D3PA	210	E
Fossil League D.T.C.	N/A	D3PA	214	E
Fullmetal Alchemist: Dual Sympathy	7.0	Destineer	212	T
• Fullmetal Alchemist Trading Card Game	7.0	Destineer	219	T
Garfield's Nightmare	7.0	The Game Factory	220	E
Glory Days 2: Brotherhood of Men	6.0	Eidos	218	E10+
Gunpey DS	6.5	Namco BAndai	210	E
Harlem Globetrotters World Tour	N/A	DSI	211	E
Harry Potter and the Order of the Phoenix	7.0	Electronic Arts	218	E10+
• Heroes of Mana	6.5	Square Enix	219	E10+
Hi Hi Puffy Amiyumi: Hoshigami Remix	6.0	Aksys Games	218	E
Hotel Dusk: Room 215	8.0	Nintendo	213	T
Inuyasha: Secret of The Divine Jewel	6.0	Namco Bandai	213	E10+
Izuna: Legend of the Unemployed Ninja	6.5	Atlus	213	E10+
Justice League Heroes	3.0	Warner Bros.Interactive	210	E10+
Kim Possible: Global Gemini	N/A	Buena Vista	214	E10+
Kirby: Squeak Squad	7.5	Nintendo	212	E
Konami Classics Series: Arcade Hits	7.5	Konami	214	E10+
Lost in Blue 2	5.0	Konami	215	E10+
• Luminous Arc	8.0	Atlus	219	T
Lunar Knights	8.0	Konami	213	E10+
• Madden NFL 08	7.5	Electronic Arts	220	E
Mage Knight: Destiny's Soldier	N/A	Namco Bandai	210	E10+
Magical Starsign	7.0	Nintendo	210	E
Marvel Trading Card Game	4.0	Konami	213	T
Meet the Robinsons	N/A	Buena Vista	215	E10+
• Mega Man Star Force	7.5	Capcom	220	E
Meteos: Disney Magic	7.5	Buena Vista	214	E
Micro Machines V4	N/A	Codemasters	211	E
Monster Bomber	N/A	Majesco	212	E
My Frogger: Toy Trials	N/A	Konami	211	E
Nacho Libre	7.0	Majesco	210	E10+
Naruto: Ninja Council 3	6.0	Tomy	217	E10+
Need For Speed: Carbon	N/A	Electronic Arts	211	E
Nervous Brickdown	7.0	Eidos	219	E
Nicktoons: Battle for Volcano Island	N/A	THQ	210	E
Operation-Vietnam	8.0	Majesco	220	T
Over the Hedge: Hammy Goes Nuts	N/A	Activision	210	E
Pet Alien	8.0	The Game Factory	219	E
Phoenix Wright: Ace Attorney Justice for All	9.0	Capcom	212	T
• Picross DS	8.0	Nintendo	219	E
Pirates of the Caribbean: At World's End	7.0	Disney Interactive	217	E10+
• Planet Puzzle League	8.5	Nintendo	217	E
• Pogo Island	7.0	Electronic Arts	215	E
• Pokémon Diamond/Pearl	9.0	Nintendo	216	E
Pokémon Mystery Dungeon: Pokémon Ranger	7.0	Nintendo	210	E
Prism: Light the Way	8.5	Eidos	219	E
• Professional Fisherman's Tour: Northern Hemisphere	5.0	UFO Interactive	219	E
Puzzle Quest: Challenge of the Warlords	4.0	D3PA	215	E10+
Quickspot	5.5	Namco Bandai	214	E10+
• Race Driver: Create & Race	7.5	Codemasters	219	T
Rafa Nadal Tennis	N/A	Codemasters	213	E
Rayman Raving Rabbids	7.0	Ubisoft	214	E
• Rune Factory: A Fantasy Harvest Moon	7.0	Natsume	219	E
Scooby-Doo! Who's Watching Who?	6.5	THQ	210	E
The Settlers	5.0	Ubisoft	217	E
Shrek The Third	7.0	Activision	217	E
SimCity DS	8.0	Electronic Arts	218	E
The Sims 2 Pets	5.5	Electronic Arts	211	E
SNK Vs. Capcom Card Fighters DS	7.0	SNK Playmore	215	T
Spectrobes	8.0	Buena Vista	214	E
Spider-Man 3	7.0	Activision	217	E10+
Spider-Man: Battle for New York	6.0	Activision	212	E10+
SpongeBob SquarePants: Creature from the Krusty Krab	N/A	THQ	210	E
Star Trek: Tactical Assault	5.5	Bethesda	210	E
Star Wars: Lethal Alliance	7.0	Ubisoft	212	E10+
Steel Horizon	4.5	Konami	214	E10+
Tamagotchi Connection: Cornershop 2	N/A	Namco Bandai	211	E
That's So Raven: Psychic on the Scene	N/A	Buena Vista	210	E
Theme Park	6.0	Electronic Arts	215	E
Time Ace	6.5	Konami	216	E10+
TMNT	5.5	Ubisoft	214	E10+
Tom and Jerry Tales	N/A	Warner Bros. Interactive	210	E
Tomb Raider: Legend	4.5	Eidos	210	T
• Tony Hawk's Downhill Jam	7.5	Activision	211	E
Totally Spies! 2: Undercover	N/A	Atari	213	E10+
Touch Detective	6.0	Atlus	210	E10+
Touch The Dead	5.5	Eidos	217	M
• TouchMaster	8.0	Midway	219	E
• Transformers: Autobots	6.0	Activision	219	E10+
• Transformers: Decepticons	6.0	Activision	219	E10+
Trioncube	5.5	Namco Bandai	213	E
Wario: Master of Disguise	6.5	Nintendo	214	E10+
The Wild West	3.5	Majesco	220	E10+
Winning Eleven Pro Evolution Soccer 2007	6.5	Konami	213	E
Xiaolin Showdown	5.0	Konami	212	E
Yoshi's Island DS	8.0	Nintendo	211	E
• Yu-Gi-Oh! Spirit Caller	N/A	Konami	213	E
• Yu-Gi-Oh! World Championship Tournament 2007	N/A	Konami	215	E
GAME BOY ADVANCE				
Arthur and the Invisibles	N/A	Atari	213	E
Avatar: The Last Airbender	N/A	THQ	210	E
Back to Stone	N/A	Graffiti Entertainment	214	E
Battle B-Daman: Fire Spirits!	6.5	Atlus	210	E
Bionicle Heroes	N/A	Eidos	211	E
Bratz: Forever Diamonds	N/A	THQ	210	E
Disney's American Dragon: Jake Long—Eragon	N/A	Vivendi	211	E10+
FIFA 07	N/A	Electronic Arts	210	E
Final Fantasy V Advance	8.5	Nintendo	210	E
Final Fantasy VI Advance	9.5	Nintendo	213	E10+
Flushed Away	N/A	D3PA	210	E
Foster's Home For Imaginary Friends	N/A	Crave Entertainment	213	E
Ghost Rider	N/A	2K Games	213	T
Harlem Globetrotters World Tour	N/A	DSI	211	E
Justic League Heroes: The Flash	5.5	Warner Bros. Interactive	210	E10+
Mazes of Fate	N/A	Graffiti Entertainment	213	T
Meet the Robinsons	N/A	Buena Vista	215	E
Naruto: Ninja Council 2	5.5	Tomy/D3PA	210	E10+
Need For Speed: Carbon	N/A	Electronic Arts	211	E
Nicktoons: Battle for Volcano Island	N/A	THQ	210	E
Over the Hedge: Hammy Goes Nuts	N/A	Activision	210	E
Pirates of the Caribbean:				
Pokémon Mystery Dungeon: Red Rescue Team	8.0	Nintendo	209	E
Polarium Advance	N/A	Atlus	212	E
Shrek Smash N' Crash Racing	N/A	Activision	213	E10+
The Sims 2 Pets	N/A	Electronic Arts	211	E
Sonic the Hedgehog Genesis	6.0	Sega	211	E
SpongeBob SquarePants: Creature from the Krusty Krab	N/A	THQ	210	E
Summon Night: Swordcraft Story 2	8.0	Atlus	210	E10+
Super Robot Taisen: Original Generation 2	7.0	Atlus	211	T
TMNT	7.0	Ubisoft	214	E10+
Tom and Jerry Tales	N/A	Warner Bros. Interactive	210	E
Tomb Raider: Legend	N/A	Eidos	210	T
Tony Hawk's Downhill Jam	7.5	Activision	211	E
Totally Spies! 2: Undercover	N/A	Atari	213	E10+
Yggdra Union	7.5	Atlus	211	T

Jeff
Gera
10 HP 27 TP 13 HP 2
Rob

ETRIAN ODDESSY

Etrian Odyssey didn't quite get its due in the original review, nor from Chris H.'s ignorant follow-up in V218. This brutally difficult dungeon-crawler is not for kids or beginners, but old-school RPG fanatics who love to obsess over custom maps and character stats will find a great many hours of enjoyment within. And the Yuzo Koshiro soundtrack *rocks*. Mine shall be the final word: Etrian Odyssey = old-school RPG greatness. —**Casey L.**

>OPERATION: VIETNAM

Solid play mechanics and a nifty overhead view make Majesco's foray into the jungles of Vietnam one of the better combat titles on the DS. Not everyone likes lock-on aiming, but it's justified in this title.

—**George S.**

RUNE FACTORY: A FANTASY HARVEST MOON

As a longtime veteran of the Harvest Moon series, I was pretty taken aback at first by the wildly different look. I got used to the graphic style and the more-serious tone of Rune Factory, but I still can't say I really enjoy all the changes. As an action-RPG, the combat isn't refined to the level of other games of its ilk—I'll play a Mana game if I want to dungeon hack. I really do appreciate the effort to take the Harvest Moon series in new directions, but there has to be a better way of going about it. —**Chris S.**

COMMUNITY

MUSIC

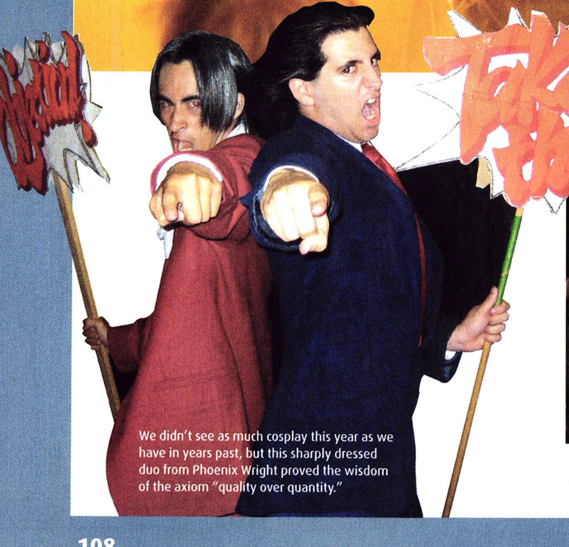
PAX Rox!

There's really nothing else like the Penny Arcade Expo. For gamers of all types, PAX is paradise, and this year was no different. Attendees were treated to an assortment of gaming activities—they could go hands-on with demos on the show floor, listen to panels of industry professionals, or just hang out and play pick-up games with total strangers for hours on end. And every night was topped off by a rocking concert by musical guests such as MC Frontalot, Optimus Rhyme, and Freezepop. The show was bigger than ever, but thanks to its new digs at Seattle's Washington State Convention & Trade Center, there was still plenty of room to move. —CHRIS S.

Optimus Rhyme plays to a packed house (above); MC Frontalot pumps up the eager crowd (left).

PAX staple MC Frontalot is the very definition of nerdcore.

Concert Photos by Dan Muller


Objection!
Take that!

We didn't see as much cosplay this year as we have in years past, but this sharply dressed duo from Phoenix Wright proved the wisdom of the axiom "quality over quantity."

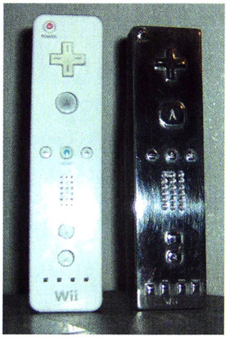
Wii
Wii
Wii
Wii

People stopping by Nintendo's booth on the show floor got their fill of Metroid Prime 3: Corruption and Mario Strikers: Charged. Gamers could also get a sneak peak at Fire Emblem: Radiant Dawn, the first game in the series to come to Wii.

ART

Twisted Metal

No, no one bronzed their Wii remote—that shiny controller is something that Nintendo fan Michael H., along with his classmates Matt, Andrew, and Jeff, crafted in machine shop class. The foursome created the faux remote out of a 6" by 2" by 2" block of aluminum, then—after measuring the dimensions from a real Wii remote—cut it down to a more-accurate size with a mill. The group drilled holes for the speaker, and carved out square-shaped buttons before filing them into circular form. Over the course of a month, Michael and company sanded, filed, curved, and polished the project to create the authentic-looking Wii remote seen here. The group made four aluminum remotes in all. —Chris H.

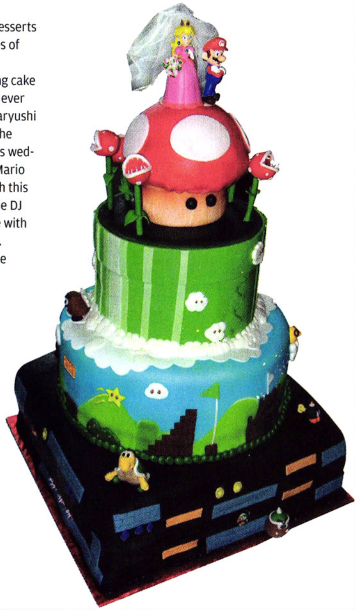


You can't play games with Michael H. and friends' aluminum Wii remote (right), but it sure looks spiffy.

FOOD

Mario Takes the Cake

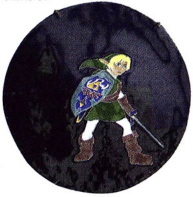
Plenty of beautiful, Nintendo-themed desserts have graced the pages of Community, but this extraordinary wedding cake may be the best we'll ever see. NP reader Kizunaryushi sent in this photo of the cake from her cousin's wedding. The wedding's Mario theme didn't stop with this awesome creation; the DJ serenaded the couple with the Super Mario Bros. theme song during the reception.
—Chris S.

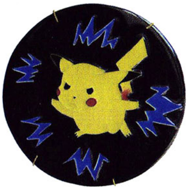


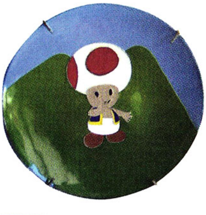
ART

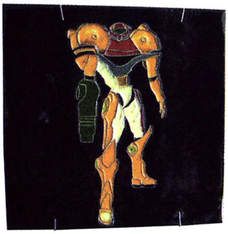
Glass Class

We love fan art—particularly when the artists get good grades for their works in the process. Students Jeremy P., Eileen K., Jeremy L., and Greg L. collaborated to create these amazing glass-enamel designs for art class. They were far more prolific than we have space to show—in addition to the works seen below, they created replicas of Captain Falcon, Ness, and Donkey Kong, to name a few.
—Chris S.









COMMUNITY CALENDAR

Plug in and geek out with the rest of the Nintendo community.

Northwest Classic Games Expo
Sept. 29 & 30, 2007

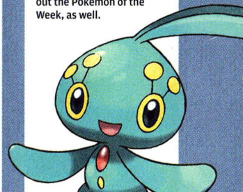
Northwest old-school gamers looking to share their passion for classic systems are invited to the Northwest Classic Games Expo in Portland, Oregon. The event will feature opportunities to buy and swap rare games, as well as to participate in tournaments. Check out nwcge.org for full details.

E for All
Oct. 18-21, 2007

Looking to get your hands on some of the big games coming out this holiday season? Check out E for All, a huge gaming event—open to the public—in Los Angeles. Nintendo will be there with playable demos and plenty of other surprises. Head to eforallexpo.com for more information.

Month of Pokémon at Nintendo World
October, 2007

The Nintendo World store is gearing up for a full month of Pokémon in October. The activities include Manaphy giveaways, demos of the Pokémon Trading Figure game, and special opportunities involving the Pokémon Global Trade Station. If you're in NYC, stop by frequently to check out the Pokémon of the Week, as well.



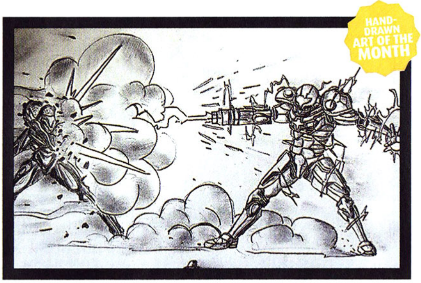
Nintendo Mall Tour
September 2007-January 2008

The Big N is coming to a mall near you this fall! Look for kiosks displaying some of the most anticipated games from Nintendo at over 50 locations across North America. The first wave of games you can try out includes Metroid Prime 3 and Mario Party 8. Head to wii.nintendo.com/malltour_07.jsp to find out when the tour will be in your neighborhood.

ART OF THE MONTH

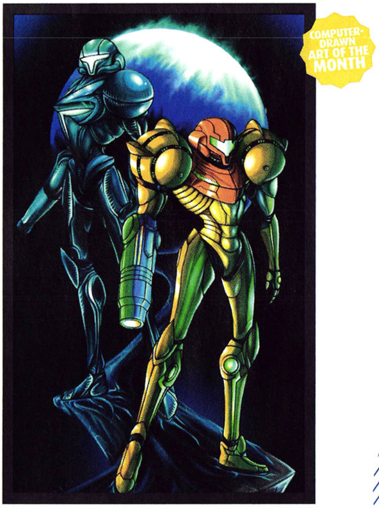
Samus Sketches

In Volume 220 we featured official concept art from the developers of Metroid Prime 3. Judging by the entries we received for this month's contest, the official artists better be scared—plenty of talented folks are ready to take their jobs.


HAND-DRAWN ART OF THE MONTH

ARTIST:
DONUT_SPAWNLING

SUBJECT:
METROID PRIME 3: CORRUPTION


COMPUTER-DRAWN ART OF THE MONTH

ARTIST:
VEGA101

SUBJECT:
METROID PRIME 3: CORRUPTION

Looking to submit art for the first time and not sure what to do? Visit **forums.nintendo.com** for details. Be sure to read the rules before you post your masterpieces.

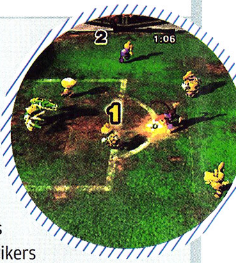
Reader Review

LET YOUR VOICE BE HEARD!

Each month we encourage our readers to submit reviews of games, but remember to follow the rules: keep them under 300 words, and check your spelling! If you'd like to submit a review for NP, first become an NSider at Nintendo.com. Then head to the Reviews forum and submit your game critique. Reviews are selected based on overall writing quality, objectivity, and game knowledge.

Mario Strikers: Charged

Reviewed by: SPMPIXL



The sequel to GCN's bestseller Super Mario Strikers is finally here and it's back and better than ever. Mario Strikers Charged keeps the old features of Super Mario Strikers that we came to know and love and adds some new features, including Nintendo Wifi Connection.

With the help of the Wii Remote and Nunchuk, Mario and friends can take down their opponents and score massive goals. This time around, it's not only you that can score these "megastrikes"—your sidekicks can also score in cool ways that can be used to your team's advantage. Unlike your main character, the sidekicks can only score one goal at a time, but their shots may be the difference in winning a game. The whole Mario gang can use power-ups to perform various abilities, as well. For example, with Mario's power-up, you can grow huge and become Super Mario.

The best part about this game is the multiplayer mode. Almost everything you do in Charged's single-player you can do in multiplayer. Via Nintendo Wi-Fi Connection, you can team up with another player online. In each Charged Wi-Fi game, you are paired up with a person of roughly the same rank. You play three rounds against your opponent, and the best two out of three wins. There is a ranking system over Wi-Fi Connection which works well, too—If you beat your opponent, your rank will go up, and vice-versa.

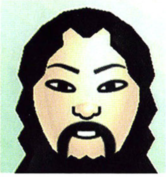
Overall, Mario Strikers is a great game and it makes a great addition to the Mario sports family. If you haven't picked it up already, I would highly suggest that you do so. Whether you're scoring a goal, passing the ball, or doing a special move, you'll always have fun playing Mario Strikers Charged.

Mii OF THE MONTH

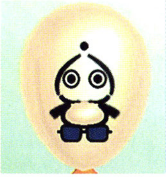
Back in the Game

We decided to get back to our roots and show some of the best Miis inspired by the video game world. Karsan and Jack's use of sunglasses for their Chao's feet is particularly creative, and Collin's Igarashi is spot-on. But in the end, Scott's Tingle Mii took the cake: he chose a difficult subject and made a Mii that was both artistic and recognizable. Great job! —Chris S.

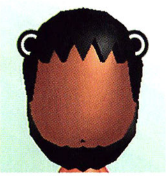
Runners-Up:



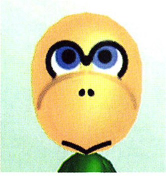
Koji Igarashi, by Collin S.



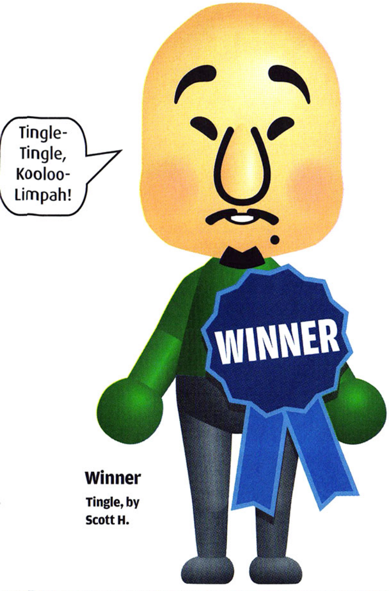
Chao, by Karsan and Jack C.



Chain Chomp, by Chris N.



Koopa, by Ryan O.



Winner

Tingle, by Scott H.

EVENTS

Wii Wheelin'

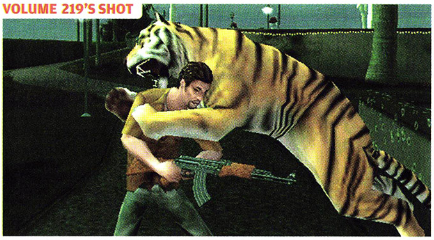
We wanna give a tip of the cap to our new favorite NASCAR Nextel Cup driver, Greg Biffle. The pilot of the blue-and-white #16 Wii Ford Fusion drove his way to 10th place at Watkins Glen on August 12. Look for Greg to tear up the track at Dover on September 23. —Chris S.

SCREEN TEST

Jurassic Sonic

Our clever readers really dug their teeth into Volume 219's screen test—check out some of the best captions below. This month we're giving you more to chew on from Sonic and the Secret Rings. Think you've got a caption good enough to make us giggle? Send it to community@nintendopower.com.

VOLUME 219'S SHOT



"They said Animal Crossing would be different on the Wii. . . ." —StormCommander

"It's okay, Calvin. Come here and give buddy Hobbes a hug." —Jonathan S.

"Gangsta bling has gotten ridiculously out of hand. . . ." —FESTIZIO

"Humans—they're Grrrrrrrrrrreat!" —Tyler N.

"Guns don't kill people; tigers kill people." —jsanti16

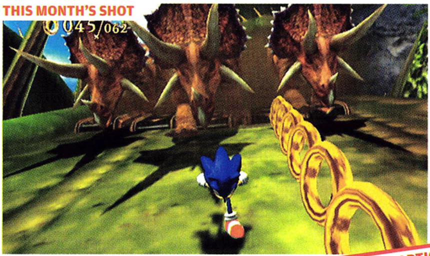
"He's endangered, but I'm in danger!" —Ashli T.

"I already told you, I'm NOT Sigfried! So get off me!" —DADDYGAME

"Eeney, meeny, miny, moe, catch a tiger by the . . . ARGGGHHH!" —Evil Genius

"I don't have any Purina on me! Honest!" —ArcaneYoshi

THIS MONTH'S SHOT



"Whatever you do, don't look back."

HERE'S OUR CAPTION. Think you can do better?

December 2007 Vol. 222

NEXT MONTH

The holidays are approaching rapidly, and the number of incredible Wii and DS games is growing exponentially!

SMASHING PEACHES

Nintendo Power brings you the first hands-on preview of the Wii game every Nintendo fan has been aching to play—Super Smash Bros. Brawl. Let the havoc begin!

GALAXY FEST

Just as there are countless mysteries in the Milky Way, Super Mario Galaxy is filled with secrets. We'll reveal even more surprises next month.

PURE GOLD

Who could have predicted it would come to this: Mario and Sonic competing for Olympic gold?

AND SO MUCH MORE

We'll explore the Eternal Ocean, uncover the latest news on No More Heroes, prep for Trauma Center: New Blood and give our two cents about every game on your wish list.

CONTACTS

GET 'N TOUCH WITH NINTENDO

NINTENDO ONLINE
Your official Nintendo online source.
www.nintendo.com

GENERAL QUESTIONS
Visit www.nintendo.com
or e-mail us by visiting: www.nintendo.com/consumer/webform.jsp

If you are unable to find what you need at our website, contact us at:
1-800-255-3700
(1-800-422-4281 TDD)
Note: 6 a.m. to 7 p.m. Pacific Standard Time, every day. French- and Spanish-speaking representatives are available. (We are unable to answer gameplay questions on this line.)

SYSTEM SETUP, TROUBLESHOOTING & REPAIR
Visit www.nintendo.com/consumer

INFORMATION REGARDING NINTENDO WI-FI CONNECTION
Visit www.nintendowifi.com

POWER LINE
1-425-885-7529
Prerecorded Game Tips and Future Product Information
Get complete game walk-throughs on the most popular games for Nintendo systems. This call may be long-distance, so be sure to get permission from whoever pays the phone bill before you call. For a complete list of games available on the Power Line, check out:
www.nintendo.com/consumer/gameplay/powerline.html

NINTENDO POWER SUBSCRIPTIONS, RENEWALS, BACK ISSUES, PLAYER'S GUIDES AND MORE
Visit www.nintendopower.com

CONTACT US
Nintendo Power
P.O. Box 97033
Redmond, WA 98073-9733

community@nintendopower.com
pokemon_community@nintendopower.com
pulse@nintendopower.com
E-mail sent to the above addresses will not receive a response.

ESRB GAME RATING INFORMATION
To contact the ESRB or for more information, visit www.esrb.org.
The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

- Early Childhood
- Everyone
- Everyone (10+)
- Teen (13+)
- Mature (17+)
- Adult (18+)
- Rating Pending

ADVERTISING INQUIRIES

Video game-related:
Jeff Bafus, Nintendo of America
425-882-2040
NP.advertising@noa.nintendo.com
Non-video game-related:
Peter Guenther, GMS
847-985-0715
pguenther@earthlink.net

For rate card, ad specs and other advertising information, please send e-mail to: ads@nintendo.com

Canadian postage paid at Mississauga, Ontario. Canadian Publication Agreement #40052563. Return undeliverable copies in Canada to: Nintendo of Canada, 110-13480 Crestwood Place, Richmond, BC, V6V 2J9.

REGISTER
Wii™
EXTEND YOUR WARRANTY FOR FREE
+ ADDITIONAL BENEFITS

Visit **www.nintendo.com/productreg** to register your new hardware and software. If you don't already have a 'My Nintendo' membership, you can sign up for free*.

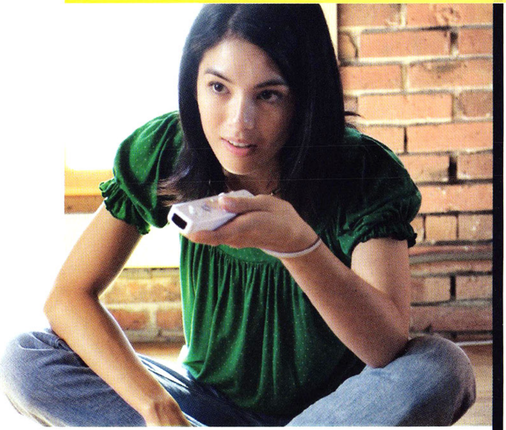
'My Nintendo' Benefits Include:
- Free 90-day extension on your Wii console warranty‡
- Exclusive screen savers, wallpapers, and icon sets for your personal computer
- E-mail newsletters that keep you up-to-date on Nintendo news and promotions, including special discounts from participating retailers
- Participation at Nintendo's official online community

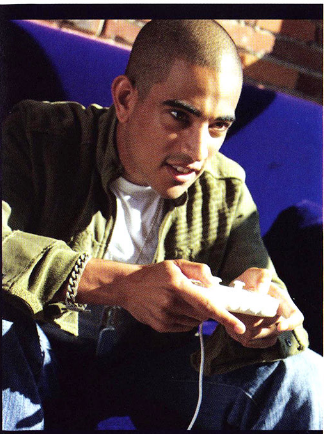
* 'My Nintendo' memberships only valid in U.S. and Canada.
‡ For information about your current Wii Console warranty, please refer to the Wii Operations Manual.

NINTENDO POWER®

Your Official Nintendo Magazine!

THE OFFICIAL GUIDE
NINTENDO DS
Pokémon
DIAMOND VERSION
THE OFFICIAL Nintendo PLAYER'S GUIDE
16:39
EVERYONE
E
CONTENT RATED BY ESRB
Wii+DS The Best Games of E3
NINTENDO POWER
BATTALION WARS 2 THE FRONTLINE GOES ONLINE
FAR OUT, MARIO!
COUNTDOWN TO SUPER MARIO GALAXY'S Wii BLAST-OFF
Wii HARE-RAISING!!! BEHIND THE SCENES WITH RAYMAN RAVING RABBIDS
NINTENDO POWER
PLUS HUGE NEWS! BREAKING DETAILS FROM E3 2007
Wii TALK SMACK WWE SMACKDOWN VS. RAW 2008
DS LINKS TO THE FUTURE THE LEGEND OF ZELDA: PHANTOM HOURGLASS
SMASH UPDATE THE SCOOP ON SUPER SMASH BROS. BRAWL
METROID'S PRIMED
HANDS-ON SAMUS'S STELLAR Wii DEBUT— METROID PRIME 3: CORRUPTION
Wii MAGIC! HARRY POTTER AND THE ORDER OF THE PHOENIX
CONTRA DS REVEALED! TOMB RAIDER ANNIVERSARY EXPLORED
NINTENDO POWER
PLUS SQUARE-ENIX'S HUGE 2007 Wii & DS LINEUP!
SOULCALIBUR LEGENDS
NAMCO BANDAI FORGES A SOULCALIBUR ADVENTURE FOR Wii!
Wii 12-PAGE SPORTS SPECTACULAR! FEATURING>>FIFA, THE BIGS, INDY 500 & MADDEN NFL 08
NINTENDO POWER
MARIO PARTY 8 Wii GETS THE INVITE
SPACE STATION TYCOON ODDBALLS





RENEW TODAY!

Achieve Maximum Power!

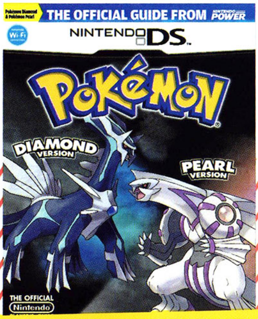
Renew now for only $19.95 U.S. ($27.95 Cdn.) and pick any Player's Guide – FREE*!

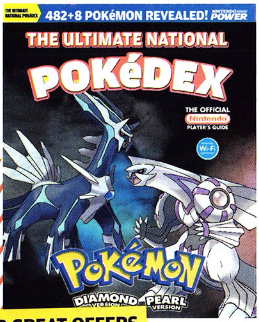
Each month we deliver big-time gaming content like inside info, breaking news, the hottest previews, and honest reviews for Nintendo DS™ and Wii™ games. It's all the power any Nintendo fan could want! Renew right now for a super low **$19.95 U.S.** ($27.95 Cdn.) and score one Official **Player's Guide** of your choice – **FREE***!

CHOOSE FROM:

- ***Official Pokémon® Battle Revolution*** Player's Guide
- ***Official Pokémon® Diamond and Pokémon® Pearl*** Adventure Guide
- ***The Ultimate National Pokédex*** -Largest Guide ever.

Pokémon Battle Revolution
THE OFFICIAL GUIDE FROM NINTENDO POWER
Wii
Wi-Fi
POKéMON
Battle Revolution
THE OFFICIAL Nintendo PLAYER'S GUIDE


Pokémon Diamond & Pokémon Pearl
THE OFFICIAL GUIDE FROM NINTENDO POWER
Wi-Fi
NINTENDO DS.
POKéMON
DIAMOND VERSION
PEARL VERSION
THE OFFICIAL Nintendo


THE ULTIMATE NATIONAL POKéDEX
482+8 POKéMON REVEALED! NINTENDO POWER
THE ULTIMATE NATIONAL
POKéDEX
THE OFFICIAL Nintendo PLAYER'S GUIDE
Wi-Fi
POKéMON
DIAMOND VERSION PEARL VERSION

Renew Now and Choose One FREE* Official Player's Guide

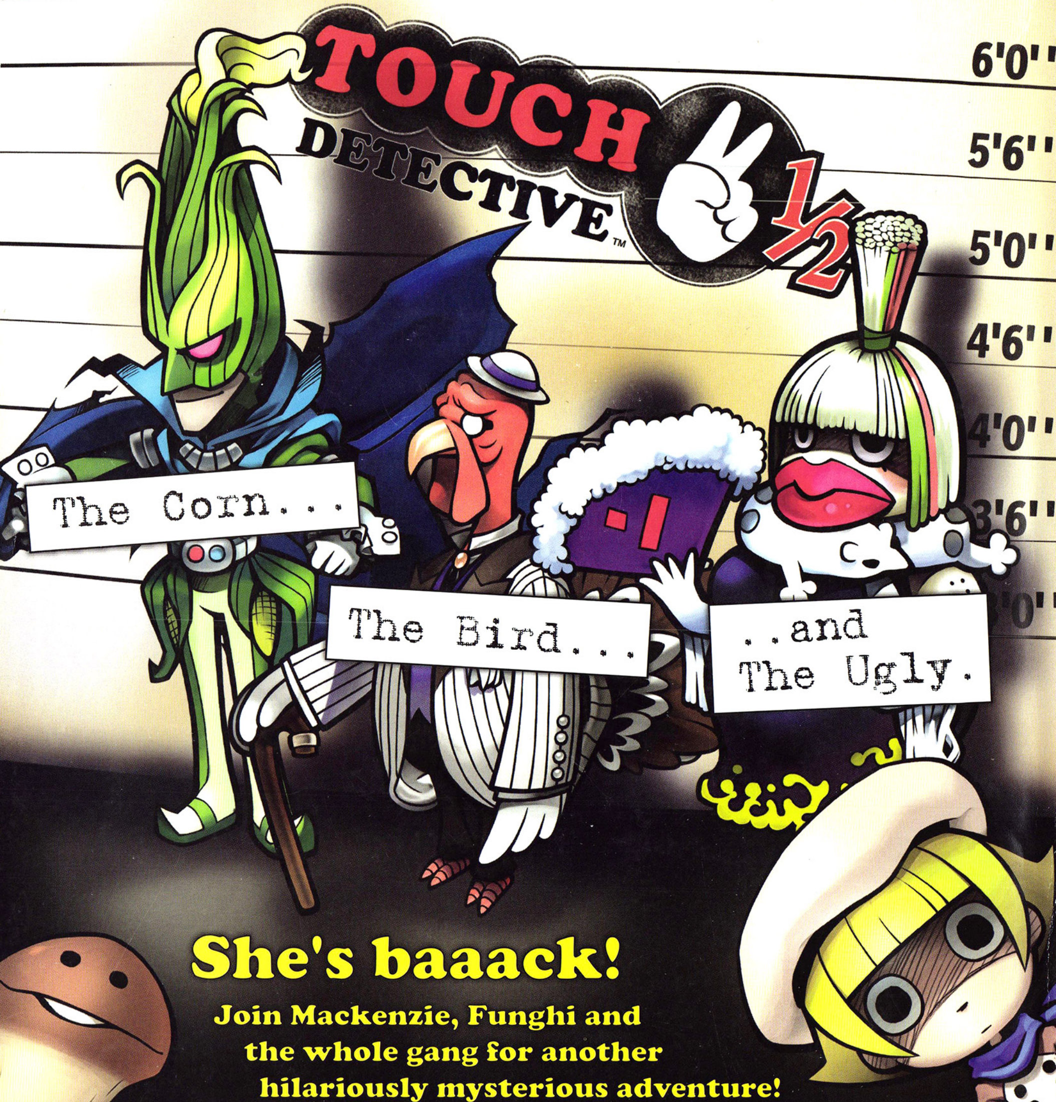
CHOOSE FROM THESE OR OTHER GREAT OFFERS

NOW ONLINE AT: www.nintendopower.com/max

Or call toll-free 1-800-255-3700. VISA and MasterCard accepted with online and phone orders. You may also order by mail – just fill out the attached order form.

*Choice of one Player's Guide with paid subscription. Nintendo Power magazine and free gift will be shipped via bulk mail and may take 4 to 6 weeks in the U.S.A. and 6 to 10 weeks in Canada for delivery. **Offer good until 10/31/07 or while supplies last.** ©2007 Pokémon. ©1995-2007 Nintendo/Creatures Inc./GAME FREAK inc™ & ® are trademarks of Nintendo. ©2007 Nintendo.

The Unusual-er Suspects...


TOUCH DETECTIVE 2 1/2™
6'0''
5'6''
5'0''
4'6''
4'0''
3'6''
3'0''
The Corn...
The Bird...
...and The Ugly.

She's baaack!

Join Mackenzie, Funghi and the whole gang for another hilariously mysterious adventure!

EVERYONE E CONTENT RATED BY ESRB Comic Mischief

NINTENDO DS™

Visit www.at $1.75 detective2/

ATLUS® WWW.ATLUS.COM

© 2007 SUCCESS/Beeworks Licensed to and published by Atlus USA. Touch Detective is a trademark of Atlus USA.
™, ® and Nintendo DS logo are trademarks of Nintendo. © 2004 Nintendo. The rating icons are trademarks of the Entertainment Software Association.

Made with love by

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!